

APPENDIX B

DISMOUNTED OPERATIONS

Dismounted operations are the key to successful scout missions. The best scouting is done dismounted. It is essential that all scout leaders understand when and how to employ dismounted scouts to enhance their element's ability to conduct reconnaissance and security tasks. Dismounted operations are appropriate, in some form, to virtually all scout missions. There are three major types: local security tasks, OPs, and patrols.

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Section I. HASTY DISMOUNTING

The first step in many dismounted operations is exiting the vehicle. Fast and efficient dismounting is critical to effective tactical movement. A dismount drill allows quick, effective dismounting to establish local security, set an OP, or conduct reconnaissance. As a minimum, standard dismount procedures will indicate what the mission is, who dismounts, equipment to be dismounted based on the situation, and individual crew actions.

Although dismounting may occur in an almost unlimited number of unique situations, drills can be developed for situations that the platoon expects will be most common. These should include dismounting to establish local security, to establish a hasty OP, to conduct a hasty reconnaissance patrol, and to

reconnoiter a danger area. Once the platoon has determined what its high-frequency hasty dismount tasks are, it can develop a chart, similar to the one in Figure B-1, that specifically allocates individual tasks and equipment.

DISMOUNTING FOR HASTY RECONNAISSANCE		
CREW POSITION	EQUIPMENT	ACTIONS
Team leader	Standard, map, and SOI	Orders hasty dismount. Dismounts with equipment. Briefs gunner/squad leader. Moves forward and does reconnaissance.
Gunner 1	Standard	Moves to commander's position. Assumes command of vehicle. Overwatches dismount element.
Driver 1	Standard	Maintains appropriate level of vehicle readiness (idle or engine off). Observes his assigned sector.
Dismount 1A	Standard and radio	Dismounts vehicle. Performs patrol duties.
Dismount 1B	Standard	Dismounts vehicle. Performs patrol duties.
Squad leader	Standard	Receives briefing from team leader. Assumes duties as mounted team leader. Overwatches dismount element as appropriate.
Gunner 2	Standard	Dismounts vehicle. Assumes duties as assistant dismount team leader.
Driver 2	Standard	Maintains appropriate level of vehicle readiness (idle or engine off). Observes his assigned sector.
Dismount 2A	Standard and radio	Dismounts vehicle. Performs patrol duties.
Dismount 2B	Standard	Dismounts vehicle. Performs patrol duties.

Figure B-1. Sample drill chart for hasty dismount.

An example of the execution of a standardized dismount format is illustrated in Figure B-2. In this example, a CFV scout team approaches the edge of a wooded area. Using a dismount drill, the team dismounts elements to assist in clearing the danger area and to provide local security for the vehicles while they execute a short halt. The team leader issues a hand-and-arm signal to his wingman indicating his intention to clear the danger area. Both vehicle commanders then issue brief instructions to their crews via the vehicle intercom system.

The members of the team, without further instructions, now execute a standardized drill (see Figure B-2A). The drivers occupy the best covered and concealed positions possible and lower their ramps; dismounted scouts on the team leader's vehicle take a standard hasty dismount load (personal equipment, weapons, and dismounted radio) and dismount to move to the front of the vehicle. The team leader dismounts with map and SOI and moves to the front of the vehicle; the team leader's gunner moves to the commander's position. Dismounts from the squad leader's vehicle move to assume local security on the dismounted avenues of approach (flank or rear depending on the situation); the squad leader takes charge of the mounted element and focuses on overmatching the dismounted element as it moves forward (see [Figure B-2B](#), page B-4).

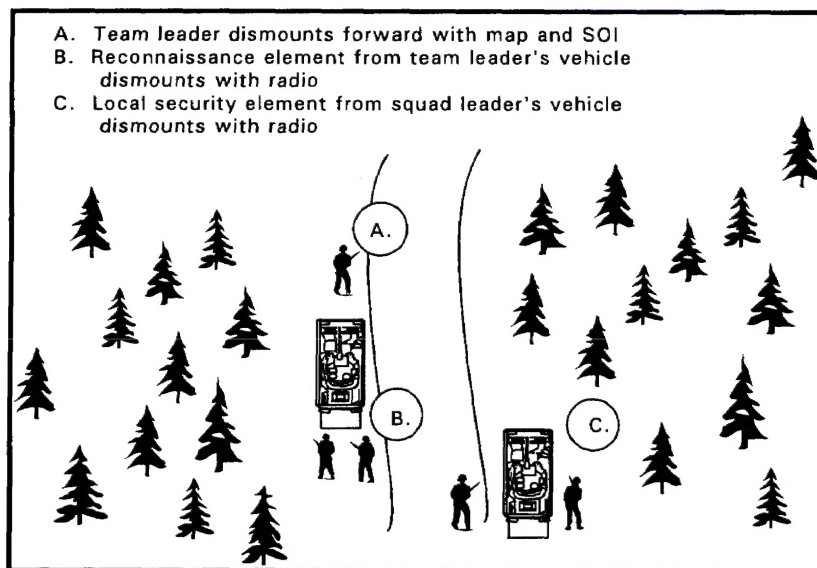


Figure B-2A. Initial dismounting of vehicles.

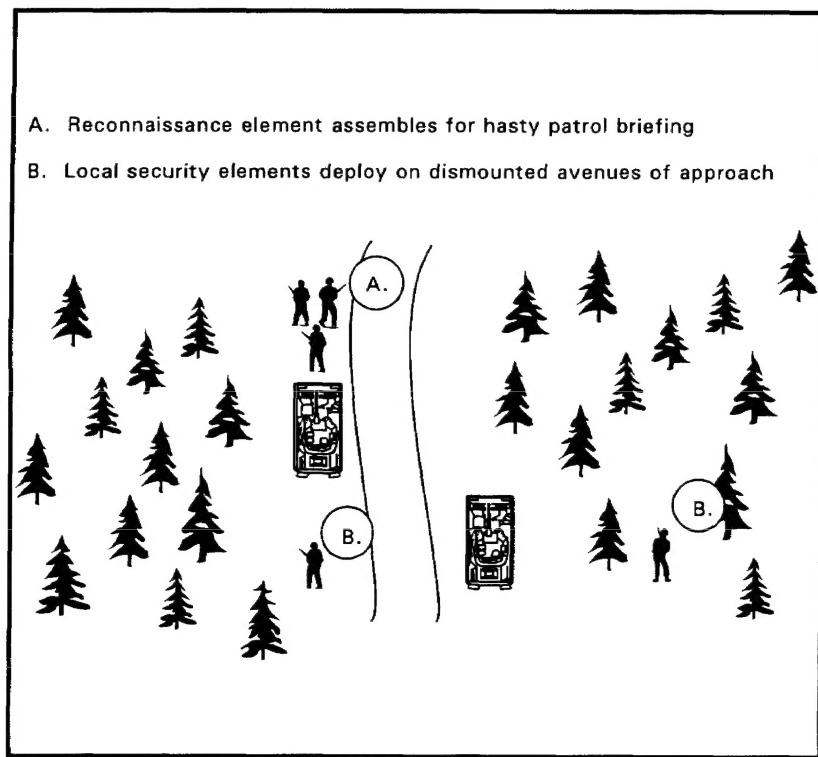


Figure B-2B. Dismounts execute missions.

Section II. LOCAL SECURITY

The most common dismounted task performed by any scout element is local security. The primary purpose is to prevent close-in surprise of a mounted squad or team when it is halted for any period of time. Local security is also employed in a variety of other situations, such as during forward reconnaissance or as part of an OP.

Whenever a scout vehicle or team halts for any time, it should deploy local security. Local security should never be out of visual range of the element for which it is providing security. The primary means of communications between an element and its local security should be hand-and-arm signals, with voice and FM as the primary backups. Wire communications can also be employed;

however, wire is usually not necessary or practical because of the proximity of an element to its local security. Wire is also time-consuming to establish.

When executing a reconnaissance mission, the lead squad in a team will frequently deploy local security to provide 360-degree observation and early warning. Typically, this involves one or, preferably, two dismounts, who move forward of the vehicle to investigate a danger area such as a clearing or dead space beyond a rise. The security personnel remain within the overwatch range of the mounted element and communicate via hand-and-arm signals. If they discover possible enemy presence, they signal the dismounted element, which takes appropriate actions on contact. If all is clear, they signal the mounted element to move forward, then remount.

This type of local security task is fundamental to a properly executed reconnaissance mission; however, it can be very disruptive to the pace and tempo of the operation. A scout platoon minimizes the disruption, and maximizes speed, by executing a dismount drill.

Section III. OBSERVATION POSTS

Surveillance is the systematic observation of a specific area. Scouts watch, listen, and employ electronic devices to observe their area of responsibility. The OP, the primary means of maintaining surveillance, is a position from which scouts observe the enemy and direct and adjust indirect fires against him. From the OP, scouts report the enemy's size, activity, location, and disposition to their commander. A CFV scout platoon can occupy up to six short-duration OPs, one per squad, for up to 12 hours if the squads are at full strength. For extended periods of time, the CFV scout platoon occupies long-duration OPs by teams, which limits OPs to a maximum of three. HMMWV scout platoons can occupy three long-duration OPs and up to eight short-duration OPs.

SELECTING AN OP SITE

Based on his commander's guidance, the platoon leader selects the general location for the platoon OPs after analyzing the factors of METT-T. From his analysis, he determines how many OPs he must establish; he also decides where they must be positioned to allow long-range observation along the avenues of approach assigned by his commander and to provide depth through sector. The

team and squad leaders select the exact position for each OP when they are on the ground. An OP should have the following characteristics:

- Good observation of the assigned area or sector. Ideally, the fields of observation of adjacent OPs overlap to ensure full coverage of the sector.
- Effective cover and concealment. Scouts select positions with cover and concealment to reduce their vulnerability on the battlefield. Scouts may need to pass up a position with favorable observation capability but no cover and concealment to get a position that provides better survivability.
- Covered and concealed routes to and from the OP. Scouts must be able to enter and leave their OP without being seen by the enemy.
- A location that will not attract attention. OPs should not be sited in such locations as a water tower, an isolated grove of trees, or a lone building or tree; these positions draw enemy attention and maybe used as enemy artillery TRPs.
- A location that does not skyline the observers. Avoid hilltops. Position OPs further down the slope of the hill or on the side, provided there are covered and concealed routes into the position. Stay away from the highest hills in the area; they will be key terrain for enemy reconnaissance.

OCCUPYING THE OP

The scout platoon leader selects a technique to move to the screen line based on his analysis of METT-T. Unless the area has already cleared, the platoon should conduct a zone reconnaissance to the screen line. This is the most secure method of moving to the screen line, but also the most time-consuming. The following is an example of how CFV-equipped scouts occupy an OP.

The team stops short of its OP site. The team leader places the vehicles in a position to overwatch the general OP site and any terrain the enemy could use to dominate movement into or out of the position (see [Figure B-3A](#)).

The team leader dismounts with four scouts, two from each vehicle (see [Figure B-3B](#)). The squad leader stays with the vehicles. The drivers and gunners remain on their vehicles to overwatch the dismounted personnel as they move forward to reconnoiter the OP.

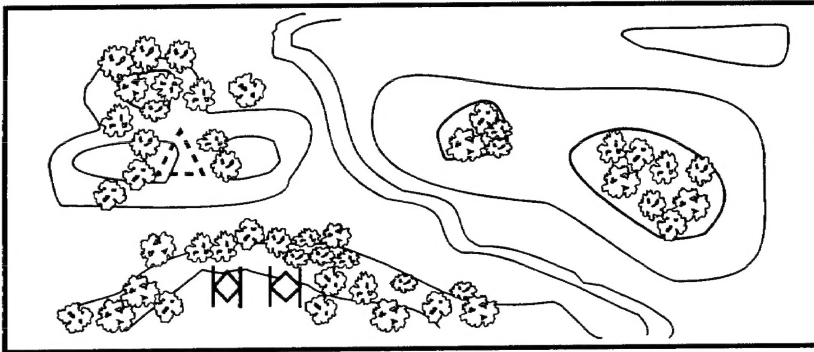


Figure B-3A. Cavalry fighting vehicles overwatch observation post site.



Figure B-3B. Team leader and scouts prepare to reconnoiter observation post site.

The team leader moves the dismounted scouts to the OP site, establishes security overmatching the far side of the OP, and checks the OP site for mines, booby traps, and enemy personnel. He verifies that he can observe his sector or area of responsibility from this site and determines which exact position is best for the OP (see Figure B-3C). The team leader selects fighting positions for his two vehicles and identifies hide positions.

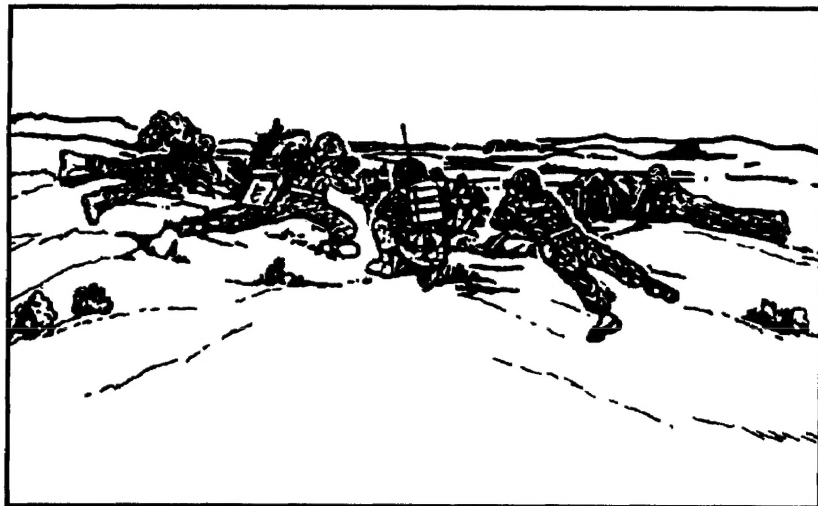


Figure B-3C. Team leader ensures observation post can observe avenue of approach.

Once the position is cleared and secure, the team leader signals the vehicles forward to move into their fighting positions. The driver and a dismounted scout from each vehicle mark their vehicle position with a ground stake (see [Figure B-3D](#)). The stake, which enables a vehicle to reoccupy the fighting position at a later time, is centered on the driver's station. It must be tall enough for the driver to see as he drives into position. The driver uses engineer tape or luminous tape on the stake so he can see it during limited visibility operations.

While the driver marks his position, the gunner and vehicle commander complete and check their sector sketch. The vehicle then moves back out of the fighting position and into a hide position. The team leader checks the sketches to ensure they provide complete coverage of the sector. The sector sketch or range card allows the OP to use the CFV's thermal sights for observation; it also can be a valuable reference if the vehicle is ordered to fight.

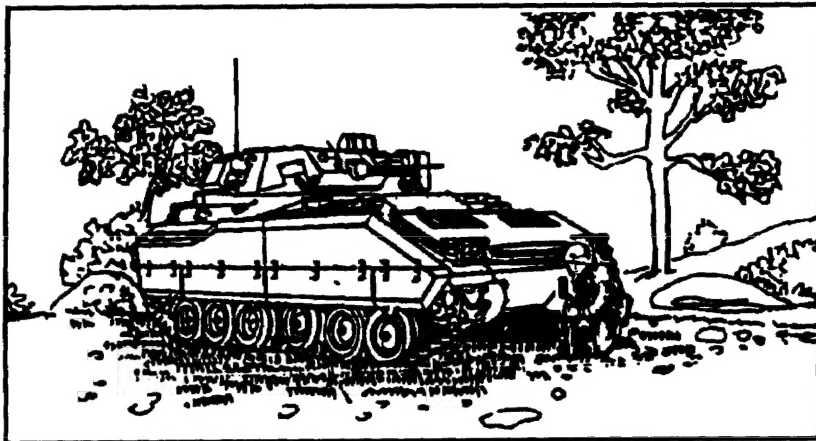


Figure B-3D. Scouts mark vehicle position.

MANNING THE OP

A minimum of two scouts man each OP. They must be equipped to observe the area, report information, protect themselves, and call for and adjust fire. One scout observes the area while the other provides local security, records information, and sends reports to the team leader or platoon leader. The two scouts should switch jobs every 20 to 30 minutes because the observer's effectiveness decreases quickly after that time. Essential equipment for the OP includes the following:

- Map of the area.
- Compass.
- Communications equipment (wire and radio).
- Observation devices (binoculars, observation telescope, and night-vision devices).
- SOI extract.
- Report formats contained in the SOP.
- Weapons (personal, crew-served, and light AT weapons; mines are included, if necessary).
- Seasonal uniform and LBE.

IMPROVING THE POSITION

Once the team leader has set in the OP and assigned the scouts their sectors of observation, the team improves the position. The team leader prepares an OP sketch. This sketch is similar to a fighting position sketch but with some important differences. As a minimum, the sketch will include the following: a rough sketch of key and significant terrain; the location of the OP; the location of the hide position; the location of the vehicle fighting and observation positions; alternate hide, fighting, and OP positions; routes to the OP and fighting positions; sectors of observation; preplanned artillery targets; TRPs for direct fire; and prepared spot reports and calls for fire, based on trigger lines and projected locations where the enemy will first be seen. Figure B-4 shows a sample of a team leader's OP sketch.

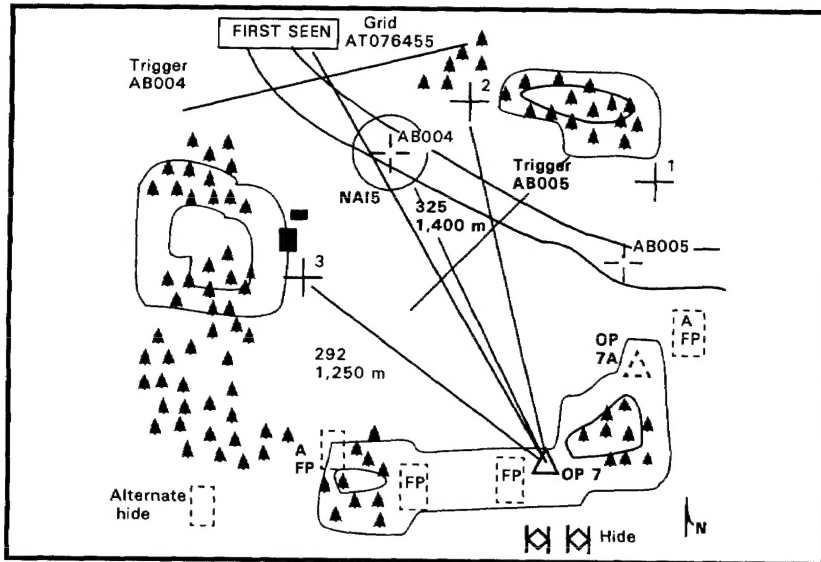


Figure B-4. Team leader's OP sketch.

Personnel manning the OP site begin digging in to provide protection from indirect and direct fires. They also camouflage the position; install wire communications equipment and directional antennas for FM communications; and employ hasty obstacles for local protection. Vehicle commanders (or gunners) and drivers reconnoiter the routes to their fighting/observation positions and alternate positions, perform maintenance, and camouflage vehicles and positions.

OP COMMUNICATIONS

The scouts occupying the OP use wire, radio, or both as their primary means of communications. Wire is preferred because it is secure and is not vulnerable to enemy direction-finding equipment or jamming. The scouts can conceal the wire so it cannot be seen by the enemy.

Wire is the best way for the scouts in the OP to communicate with their team/squad leader or his representative, who is located with his vehicle in the hide position behind the OP. The scout in the vehicle in turn relays reports or information to the platoon leader by radio. Ideally, if the vehicles are in a hide position, their signals are masked from the enemy by terrain. If they anticipate being in the position for a long time, scouts should construct a directional antenna to reduce their vulnerability to enemy jamming or direction-finding. The scouts in the OP should carry a radio as a backup means of communications; they can use it to send reports or to talk directly to their FSO for indirect from support.

OP SECURITY

Scouts are extremely vulnerable in an OP; their best self-defense is not to be seen or otherwise located by the enemy. They employ active and passive measures to protect themselves from enemy detection and direct and indirect fires.

The first step is to locate the OP in a covered and concealed position to reduce the chance of being seen by the enemy. The scouts add camouflage to the position to enhance natural concealment. If they have enough time, they dig in the position and add overhead cover to increase survivability against enemy fires. The team enforces strict light and noise discipline and reduces activity in and around the OP to essential movement only.

Wire communications reduce the scouts' signature in the OP. If they must use radio, they use a directional antenna whenever possible and mask the antenna from the enemy. They keep all vehicles hidden because their large signatures can be identified easily by the enemy. To provide early warning of enemy movement around the screen line or OP position, scouts emplace their PEWS in areas that they cannot observe or in the dead spaces between OPs. Trip flares or antipersonnel (AP) mines provide additional early warning and protection from enemy personnel. Active patrolling around and between OPs also enhances

security. Patrols give scout platoons the ability to observe areas that cannot be observed from the OPs and to clear the area around the OP of enemy elements.

OPs cannot always avoid being seen by the enemy, so they must take actions to limit their vulnerability. Covered positions provide protection from enemy fires; vehicle dispersion further reduces the effects of these fires. The vehicles in the fighting positions are used to extricate the scouts from the OP when the position has been identified and attacked by the enemy.

The team executes security patrols as soon after occupation of the position as possible to discover enemy elements that might have observed the occupation. The patrol reconnoiters favorable observation positions that might be occupied by the enemy. Route selection is critical when organizing these patrols because the team must assume that the OP position is under observation. The following section provides an in-depth discussion of patrol procedures.

Section IV. PATROLLING

A patrol is a detachment sent out by a larger unit to conduct a reconnaissance or combat operation. The operation itself is also called a patrol. The leader of the detachment conducting a patrol is referred to as the patrol leader.

Patrolling plays an extremely important role in scout operations. Patrol missions are normally conducted by a squad or team, but there are specific situations in which the entire platoon may be dedicated to patrolling. This section examines both deliberate patrolling (executed at team and platoon level) and hasty patrolling (conducted at squad and team level).

ORGANIZING A PATROL

The patrol leader must decide what elements and teams are needed for the patrol, select men for these elements and teams, and decide what weapons and equipment are needed. He should use his platoon's normal organization (squads and teams) and chain of command (squad leaders and team leaders) as much as possible to meet these requirements.

The scout platoon conducts two types of patrols: reconnaissance and combat. A reconnaissance patrol is used to collect information or to confirm or deny previously reported information. It also can provide security by covering the dead space around and between OPs. Combat patrols are executed only when necessary. They normally are assigned to infantry elements; scouts who are

tasked to conduct intensive combat patrols should be augmented with an infantry squad. Scouts, however, must be prepared to conduct combat patrols with organic assets under certain circumstances, such as when an ambush and raid is required and infantry elements are not available. Refer to FM 7-8 for more information on combat patrols.

A platoon-size patrol is organized into the following elements to ensure that all required duties are carried out:

- Patrol headquarters. This consists of the patrol leader, assistant patrol leader, radiotelephone operators (RTO), and any other troops required to control and support the patrol. A headquarters element is normally used only when a majority of the scout platoon is involved in a single patrol.
- Reconnaissance element. This element, consisting of at least two soldiers, is tasked to reconnoiter and collect information for the patrol. During a zone or area reconnaissance patrol, there may be several of these elements.
- Security element. This element is formed to provide security for the entire patrol. It protects the patrol once the objective is reached.

A squad or team routinely uses its own equipment and men in executing a patrol mission; it has little flexibility to change organization or equipment. As a result, it may not be organized into specific patrol elements.

PREPARING FOR A PATROL

Scouts execute deliberate and hasty patrols. If time permits, the patrol leader prepares for a deliberate patrol, following the troop-leading procedures discussed in [Chapter 2](#). Often, however, the scouts are in contact and must execute a patrol quickly to develop the situation. In such a case, the patrol leader will prepare a hasty patrol. [Figures B-5A](#) and [B-5B](#), page B-14, show examples of deliberate and hasty patrol organization.

DELIBERATE PATROL

A deliberate patrol generally involves more personnel and equipment than does a hasty patrol and is tasked to cover a larger tactical area. Another key difference is in the preparation stage; a deliberate patrol is much more thoroughly planned, coordinated, and rehearsed. As noted, the deliberate patrol leader uses troop-leading procedures during his preparations. The following discussion is organized using the eight steps of the procedures.

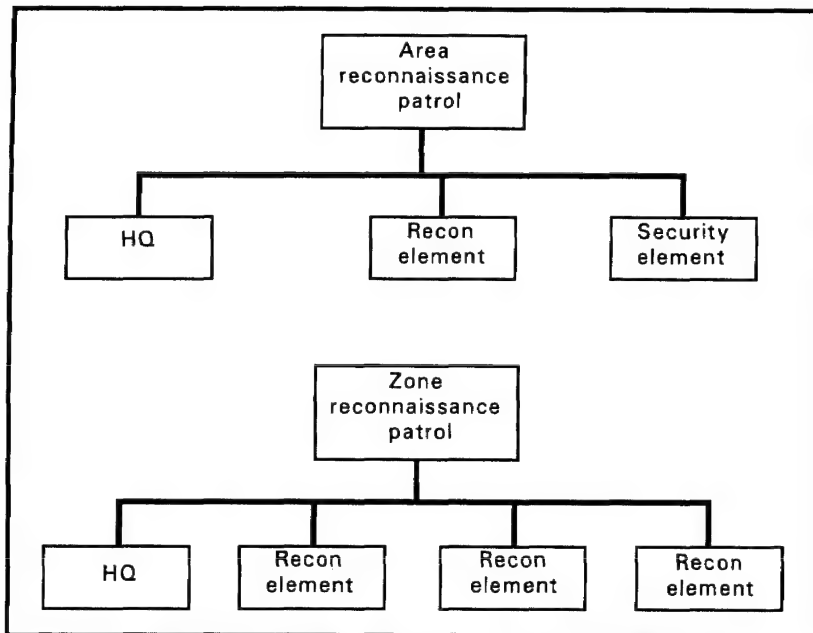


Figure B-5A. Examples of deliberate patrol organization.

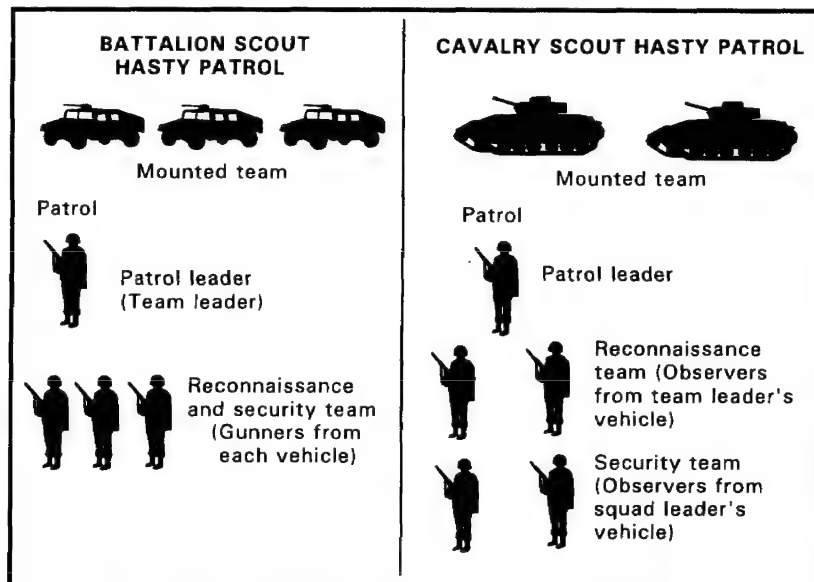


Figure B-5B. Examples of hasty patrol organization.

Receive and Analyze the Mission

Orders come in two forms: as written OPORDs and as FRAGOs. Once he receives an order, the first thing the patrol leader must do is to make sure he clearly understands what is required to accomplish the mission.

First, he looks at the order and jots down the task the commander told him to do, such as conduct reconnaissance of a bridge; this is called a specific task. Next, he identifies the tasks that must be accomplished even though the commander did not tell him to do them, such as cross a stream and an open area en route to the patrol objective; these are called implied tasks. The patrol leader does not list tasks that are part of the SOP.

The leader then evaluates the list of specific and implied tasks and puts a check mark by those that must be done for the unit to accomplish its mission. These are called essential tasks. The patrol leader reviews the commander's intent to ensure that he understands it and that he has accurately identified the essential tasks in accordance with the intent. He then restates the patrol mission, using the elements of who, what, when, where, and why.

Issue a Warning Order

The patrol leader issues the warning order to all patrol members or, as a minimum, to key members of the patrol. The warning order should cover the following points:

- Personnel to whom it applies. It identifies the scouts involved in the patrol, allowing them to begin their preparations.
- The time and nature of the operation. This is a brief, clear statement of what the patrol must accomplish. It may include the elements of who, what, when, where, and why.
- The earliest time of movement. This helps the patrol members prepare, inspect, and organize for movement by a specified time.
- The time and place the OPORD will be issued.

The patrol leader also gives instructions to special-purpose teams and key personnel so they can take care of their unique requirements, such as preparing explosives, checking radios, and making a map study (point and compass men).

Make a Tentative Plan

After the warning order is issued, the patrol leader develops a sound course of action. In doing this, he must consider all the things that will influence his patrol's ability to accomplish the assigned mission(s). The primary influence on his decisions are the factors of METT-T: mission, enemy, the terrain and weather in his area of operations, the troops or combat power he has available, and the time available to prepare, conduct, and complete the mission.

The plan should consider how each aspect of METT-T will influence the others and how all the factors, taken together, will affect mission accomplishment. The patrol leader should give special consideration to the terrain the patrol must traverse, the enemy it will pass near or through en route to its objective, the effects of extensive dismounted work on the scouts, and the amount of time available to conduct the mission.

One method the patrol leader uses to organize his time is to back-plan from mission completion to the present time. This helps patrol members plan the mission by giving them a projected schedule of events that may occur before and during the patrol. Figure B-6 gives an example of back-planning.

0200	-	-	Return friendly area
2330	-	0200	Movement en route
2300	-	2330	Accomplish mission, reorganize
2230	-	2300	Reconnaissance of objective area
2000	-	2230	Movement en route
2000	-	-	Depart friendly area
1945	-	2000	Movement to departure area
1930	-	1945	Final inspection
1845	-	1930	Night rehearsals
1800	-	1845	Day rehearsals
1745	-	1800	Inspection
1700	-	1745	Supper meal
1515	-	1700	Subordinates' planning and preparation
1445	-	1515	Issue operation order
1400	-	1445	Complete detailed plans
1315	-	1400	Conduct reconnaissance
1300	-	1315	Issue warning order

Figure B-6. Patrol time schedule (back-planning).

Coordination. The patrol leader must coordinate certain items during the formulation of his plan. He may perform some of this coordination personally, or his superior may do it for him. When the entire platoon is tasked to patrol, the necessary coordination may be extensive. The following paragraphs cover some of the specific details the patrol leader may have to coordinate.

Intelligence. Coordination may cover the following

- Changes in the enemy situation.
- Special equipment requirements.
- Terrain conditions.
- Weather considerations.

Operations. Coordination may cover the following:

- Changes in the friendly situation.
- Route selection.
- Linkup procedures.
- Transportation.
- Resupply (in conjunction with the S4).
- Signal plan (including call signs, frequencies, codes words, pyrotechnics, and challenges and passwords).
- Departure and reentry across friendly lines, especially if the patrol must pass through a different unit.
- Other patrols operating in the area.
- Attachment of specialized elements (such as demolition teams, scout dog teams, and interpreters).
- Rehearsal areas, including the following details:
 - Terrain (ideally, terrain should be similar to that of the objective site).
 - Security of the area.
 - Use of blanks, pyrotechnics, and live ammunition.

- Available fortifications.
- Time the area is available.
- Transportation.

Combat support. Coordination may cover the following:

- Mission and objective of the patrol.
- Routes to and from the objective (including alternate routes).
- Time of departure and expected time of return.
- Fire plan (including targets en route to and from the objective and fire on and near the objective).
- Communications (including primary and alternate means, emergency signals, and code words).

Primary and alternate routes. The patrol leader selects a primary route to and from the objective. The return route should be different from the route to the objective. The patrol leader also selects an alternate route that maybe used either to or from the objective. This route is used when the patrol has made contact with the enemy on the primary route. It may also be used when the patrol leader knows or suspects that the patrol has been detected (see [Figure B-7](#)).

Times of departure and return. Times of departure and return are based on the amount of time needed to accomplish the following:

- Reach the objective. This is determined by considering the distance, terrain, anticipated speed of movement, friendly and enemy situation, and (if applicable) what time the mission must be accomplished.
- Accomplish essential tasks in the objective area. This includes the leaders' reconnaissance, movement of elements and teams into position, and accomplishment of the patrol's mission.
- Return to a friendly area. This may be difficult to determine because casualties, EPWs, or captured equipment may slow the patrol. The use of a different return route may change the time needed.

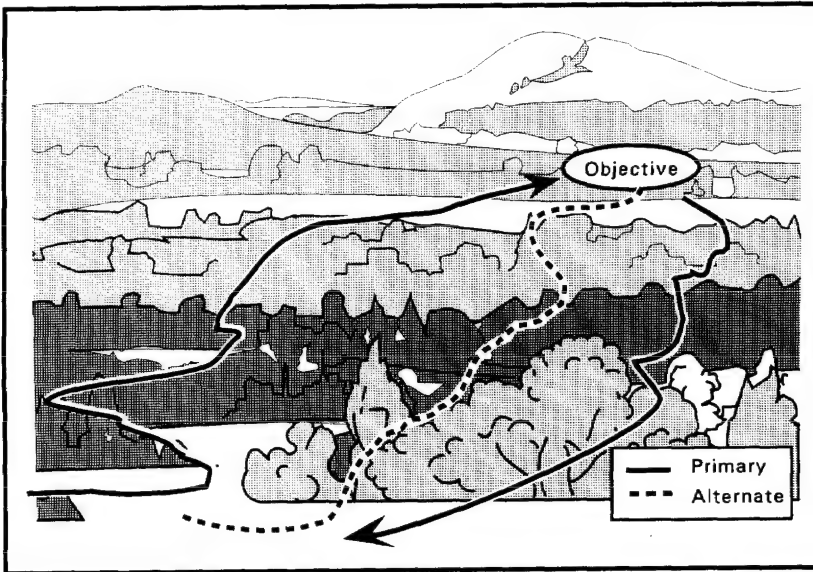


Figure B-7. Primary and alternate routes.

The patrol leader divides the routes into legs, with each leg starting, if possible, at a point that can be recognized on the ground (see [Figure B-8](#) page B-20). A pace count and azimuth are used between points. This makes it easier for the patrol to stay oriented. When it is not possible to start and stop legs at recognizable points, a continuous pace count and azimuth maybe used.

Rally points. A rally point is a place where a patrol can accomplish the following:

- Reassemble and reorganize if dispersed during movement.
- Temporarily halt to reorganize and prepare for actions at an objective.
- Temporarily halt to prepare to depart from friendly lines.
- Temporarily halt to prepare to reenter friendly lines.

The patrol leader should pick rally points either during the patrol or by a map study before the patrol. Sites selected before the patrol are tentative and

will remain so until confirmed on the ground. The patrol leader should look for places that—

- Are large enough for the patrol to assemble.
- Are easily recognizable.
- Have adequate cover and concealment.
- Are defensible for short periods.
- Are away from normal routes of troop movement.

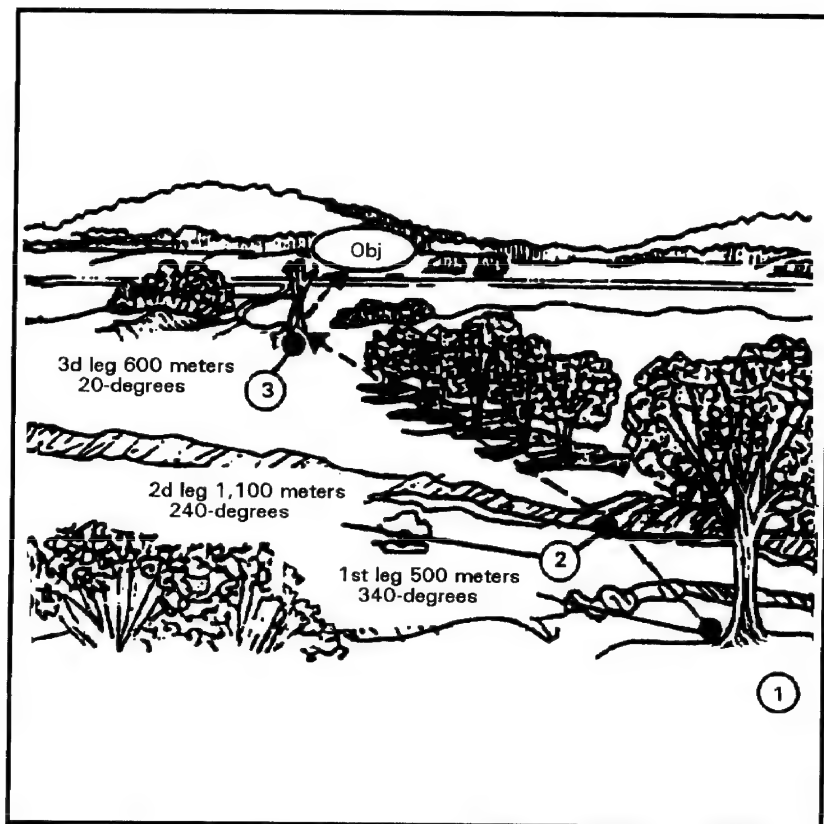


Figure B-8. Route divided into legs.

The patrol leader is responsible for selecting rally points that will be used in several types of situations, including the following:

- An initial rally point on the friendly side of a forward unit's lines. This is where a patrol, if dispersed, rallies before departing friendly lines or before reaching the first rally point en route. It is located within friendly lines.
- Rally points on both the near and far sides of danger areas.
- En-route rally points where a patrol rallies if dispersed along the route to or from its objective. There may be several en-route rally points along the patrol's route between friendly lines and an objective.
- An objective rally point (ORP). An ORP is where a patrol halts to prepare for actions at its objective or where it returns after completing actions at the objective. The ORP must be located near the objective, but far enough away that the patrol's activities in it will not be detected by the enemy. It must also be far enough from the objective that it will not be overrun if the patrol is forced off the objective.
- A reentry rally point on the enemy side of a forward unit's lines. This is where a patrol halts to prepare to reenter friendly lines. It is located just short of friendly lines and out of sight and sound of friendly OPs.

Initiate Movement

The patrol leader may have to order the patrol to start moving after he issues the warning order but before he has finished developing his plan. For example, this movement might involve securing a passage point or moving to the SP.

Reconnoiter

The patrol leader must make a map, ground, or aerial reconnaissance prior to completing his plan. This allows him to confirm his tentative plan and gives him an idea of the ground he will initially traverse. The patrol leader must keep an open mind during the reconnaissance; not everything he sees will match the tentative plan.

Complete the Plan

After issuing the warning order and making the necessary reconnaissance, the patrol leader completes his plan while patrol members are preparing themselves and their equipment. He first assigns essential tasks to be performed in the objective area by elements and individuals. He then plans and assigns tasks that will help the patrol reach the objective and return; these tasks include navigation, security during movement and halts, actions at danger areas, actions on enemy contact, and stream crossing. Other factors the patrol leader must cover in the completed plan include the following:

Rations. The patrol leader must determine whether the men should carry rations. If so, he specifies the type and amount and whereto get them.

Weapons and ammunition. This applies if the patrol must carry items (or quantities) that are out of the ordinary, such as significant amounts of demolitions.

Signals. The signals to be used during the patrol must be planned and rehearsed. Signals may be needed to lift or shift supporting fires, to order withdrawal from the objective, to signal “ALL CLEAR,” and to stop and start movement of the patrol. Visual and audible signaling methods available to the patrol include hand-and-arm signals, flares, spoken or shouted vocal signals, whistles, radio transmissions, and IR equipment. Each patrol member must know all signals that may be used.

Location of leaders. The patrol leader designates locations for himself and the assistant patrol leader for all phases of the patrol, such as during movement, at danger areas, and at the objective. Considerations include the following:

- The patrol leader plans to position himself where he can best control the patrol during each phase,
- The assistant patrol leader maybe given a special job for each phase of the patrol. He may help the patrol leader control the patrol by being where he can best take command, if required. In the objective area, the assistant patrol leader may be positioned—
 - At the ORP when the patrol is conducting an area reconnaissance.
 - With a reconnaissance element that has been directed to move to and establish the point at which all elements will link up after reconnoitering. This applies when the patrol is conducting a zone reconnaissance.

Communications with higher headquarters. The plan must include radio call signs, primary and alternate frequencies, times to report, and codes.

Challenge and password. The challenge and password specified in the SOI should not be used when the patrol is beyond the FEBA. The patrol leader may devise his own challenge and password system for use beyond the FEBA. An example of this is the odd-number system. Any odd number can be used. If the patrol leader specifies 11 as the odd number, the challenge could be any number between 1 and 10. The password would be the number which, when added to the challenge, equals 11 (such as challenge 8, password 3).

Chain of command Every member of the patrol must understand where he fits into the chain of command of the patrol or of his element.

Issue the Order

The order is issued in standard five-paragraph OPORD format. The patrol leader should use terrain models, sketches, or blackboards to illustrate the plan; he can also draw sketches of planned actions in the sand, dirt, or snow. Patrol members may make notes but should hold questions until the order is completed. This prevents interruption of the patrol leader's train of thought.

Supervise and Refine

Rehearsals and inspections are vital to proper preparation, even for experienced patrol members. They must be thoroughly planned and effectively controlled by the patrol, element, and team leaders. Coordination is made with the commander or S3 for use of a rehearsal area resembling the objective area.

Plans must provide for inspections by the leaders to determine the patrol's physical and mental state of readiness. Inspections conducted before rehearsals help to ensure that uniforms and equipment are complete and ready for use. Each patrol member is questioned to determine whether he understands the following:

- The plan.
- What he is to do and when he is to do it.
- What other patrol members are to do.
- Challenges and passwords, signals, codes, radio call signs, frequencies, and reporting times.

An inspection after the final rehearsal and just before departure ensures that all equipment is still working, that nothing is being left behind, and that the men are ready.

Rehearsals help to ensure the proficiency of the patrol. They allow the patrol leader to check his plans, verify the suitability of equipment on hand, and make any needed changes. Patrol members become familiar with the duties and responsibilities they will have during the patrol.

If the patrol is to be executed at night, it is advisable to have both day and night rehearsals. They should be conducted on terrain similar to that over which the patrol will operate. All actions are rehearsed when time permits. When time is short, only the most critical actions are rehearsed. Actions in the objective area are the most critical and should always be rehearsed.

An effective rehearsal method is to have the patrol leader walk and talk the entire patrol through each action. He describes the actions of elements, teams, and individuals and has them perform these actions. In this “dry run,” patrol members take their positions in formation at reduced distances. This can all be done with little or no distance separation so the members get the “feel” of the patrol. When patrol members and elements are familiar with their individual actions, a complete (normal speed) rehearsal is conducted with the entire patrol. This is a “wet run.” The patrol goes through as many “dry runs” and “wet runs” as are necessary to gain proficiency. When possible, element and team leaders rehearse their units separately before the final rehearsal of the entire patrol. Supervision is continuous by all leaders.

HASTY PATROL

Hasty patrolling is conducted when a patrol must be dispatched with little or no warning. It often used develop the situation after contact is made or when contact is expected, such as at a danger area or obstacle. Hasty patrols are usually smaller than deliberate patrols, and their mission is more limited. They usually work in close proximity to supporting vehicles or under overwatch of the vehicles.

In a hasty patrol, the patrol leader does not have the opportunity to execute the troop-leading process because time is not available. Instead, he issues a FRAGO containing all the critical information required by patrol members. The FRAGO is issued in the five-paragraph OPORD format; any portion of the five paragraphs that does not apply or is already covered in existing instructions will

be omitted. The primary consideration in issuing the FRAGO is that it must be given quickly. The patrol leader should be thorough and cover all relevant subjects, but he uses a minimum of notes and references. The process should not ordinarily take longer than a few minutes.

When preparing for a hasty patrol, the patrol leader must ensure not only that members of the patrol have a thorough understanding of the concept but also that the mounted element that stays behind understands what is happening. The easiest way to accomplish this is to have the leader of the mounted element (this is usually either the senior squad leader or the team leader) attend the hasty patrol FRAGO. If this is not possible, the patrol leader must ensure that the leader of the mounted element is briefed separately before the patrol departs.

Figure B-9 page B-26, summarizes the types of information that will normally be included in a patrol FRAGO. It is organized in the five-paragraph format.

COMMON PATROLLING TASKS

Scouts who work dismounted must be able to perform a variety of tasks that are different from the tasks involved in mounted operations. Although not every patrol requires the same tasks, those discussed in the following paragraphs are common to most patrols. The specifics of how these tasks are accomplished depend on the individual situation, including the size of the patrol. In virtually all situations, however, scouts must adhere to the principles described here.

Departure from Friendly Lines

A patrol's departure through another unit's lines can be confusing and dangerous if it is not thoroughly planned and coordinated. Before conducting the passage, the patrol leader must coordinate the departure with the forward unit to learn of recent enemy activity or situation changes that may require adjustment in his plan. He ensures that all units involved in the passage have been briefed on the plan.

When the patrol is ready to conduct the passage, it moves up and halts at the initial rally point, short of the forward friendly lines. A guide from the forward unit then leads the patrol through his unit and through any obstacles forward of the unit. The forward unit may have OPs to its front that can help to provide security for the patrol as it moves. When the patrol has moved beyond the range of the friendly unit's small arms and final protective fires (FPF), it halts briefly to adjust to the sights and sounds of the battlefield.

TASK ORGANIZATION. Explain the organization of the patrol and confirm the composition of each team and element.

1. SITUATION.

- A. Enemy situation: expected size, location, and disposition of enemy forces the patrol may encounter.
- B. Friendly situation: activity and location of the mounted element of the team, other teams in the area, and the platoon.
- C. Attachments/detachments: any special personnel or elements (such as engineers, medics, or artillery) who will accompany the patrol.

2. MISSION. Specifically state the type of patrol (reconnaissance or security) and the reason for the patrol (for example, to secure an area from which the enemy might be able to observe an OP site).

3. EXECUTION.

- A. Scheme of maneuver: primary and alternate routes, RPs, and ORPs, as well as any other critical graphic control measures. These should be listed sequentially as they will occur in the patrol, with reference to a map or dirt sketch.
- B. Subordinate team instructions: primary mission statements for individual subordinate teams.
- C. Coordinating instructions, focusing on the following key considerations:
 - 1) Special equipment.
 - 2) Actions on contact.
 - 3) Movement techniques.
 - 4) Linkup with the mounted element.
 - 5) PIR (if applicable).

4. SERVICE SUPPORT. Key considerations include the following:

- A. Method of handling dead and wounded personnel.
- B. Method of handling EPWs.

5. COMMAND AND SIGNAL.

- A. Command.
 - 1) Chain of command.
 - 2) Location of leaders.
- B. Signal.
 - 1) Challenge and password.
 - 2) Key hand-and-arm signals.
 - 3) Code words or reports due.

Figure B-9. Information for patrol FRAGO.

Use of Rally Points

As the patrol moves along its route, the patrol leader verifies rally points. If dispersed between rally points en route, the patrol reassembles at the last rally point (see Figure B-10).

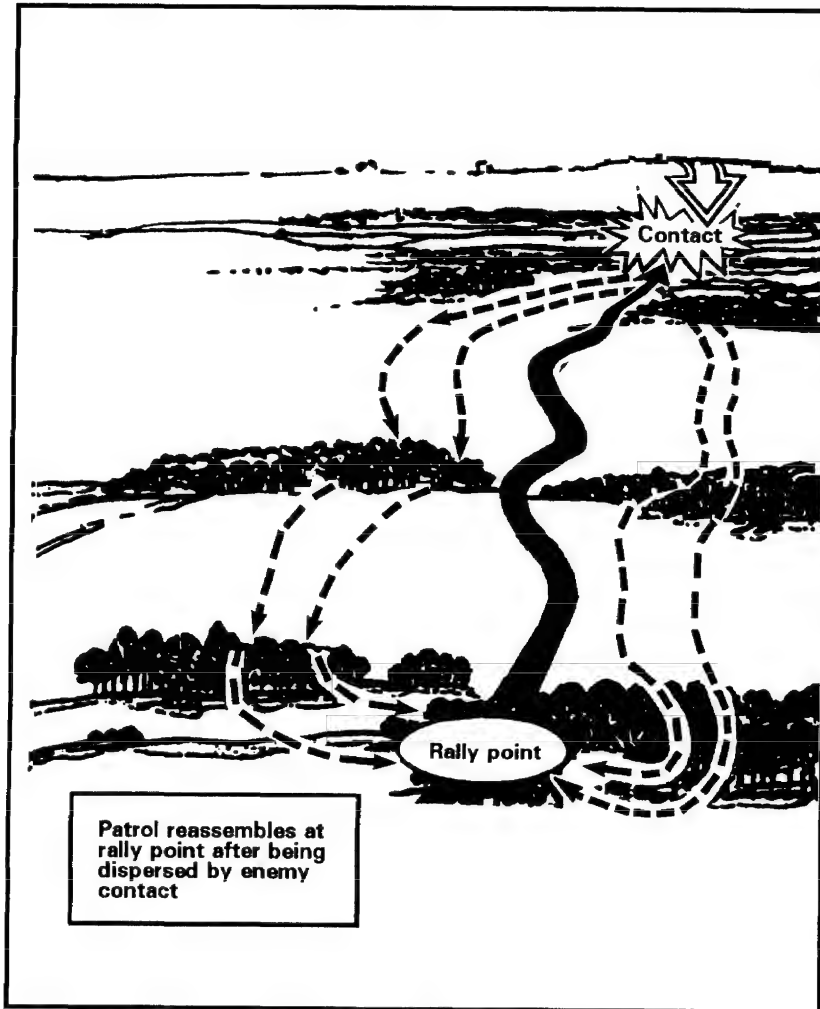


Figure B-10. Reassembling at a rally point.

Actions at rally points must be planned in detail. The plan must provide for the continuation of the patrol as long as there is a good chance to accomplish the mission. The following are examples of how a patrol can operate using rally points:

- The assembled patrol members wait until a specified number of scouts arrive and then continue the mission under control of the senior man present. A reconnaissance patrol may use this plan when two or three men may be able to accomplish the mission.
- The assembled patrol members wait for a set period; the senior man present then decides, based on the available personnel and equipment, whether to continue the patrol. This may be the best plan when a minimum number of men, certain items of equipment, or both are needed to accomplish the mission.
- A reconnaissance patrol occupies an ORP as directed in the patrol leader's plan. This rally point provides the patrol with security while it makes final preparations before executing actions on the objective.

The patrol halts as it nears the tentative ORP. A reconnaissance element moves forward to see if the site is suitable as an ORP and to make sure no enemy troops are near. When the patrol leader is satisfied, two men are sent back to bring the rest of the patrol into the ORP. The patrol then sets up a perimeter for all-around security (see [Figure B-11](#)).

When the ORP is occupied and secure, the patrol leader, compass man, and element leaders continue on a leaders' reconnaissance. The assistant patrol leader remains in the ORP. Before the patrol leader departs, he briefs the assistant patrol leader on these points:

- Personnel and elements he is taking with him.
- How long he will be gone.
- What to do if he fails to return.
- What to do if the patrol leader makes enemy contact.
- What to do if the assistant patrol leader makes enemy contact.

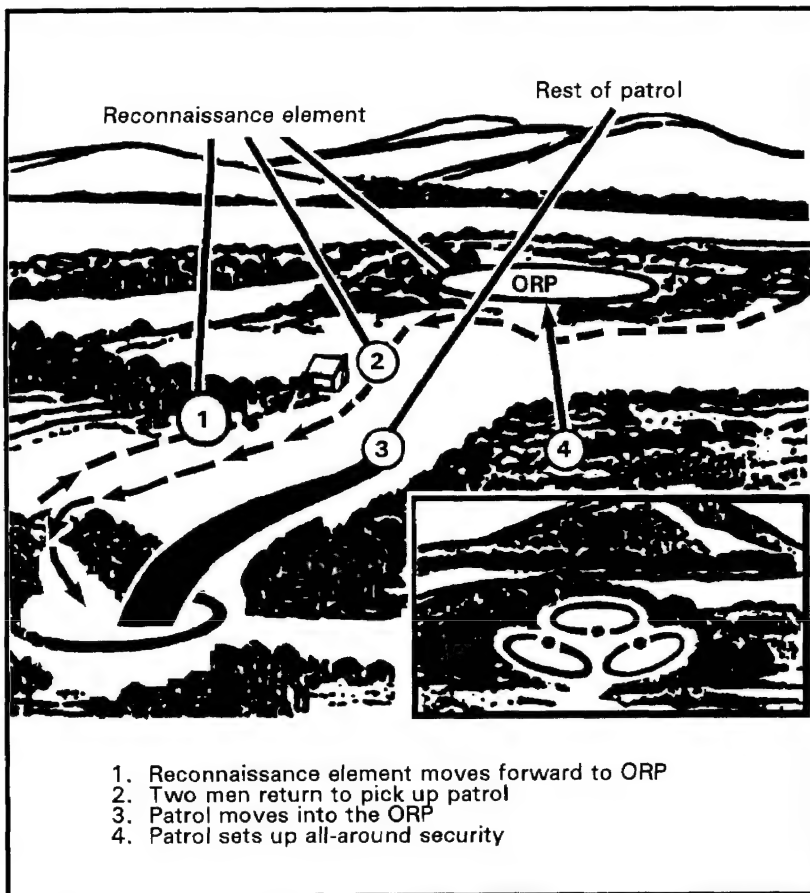


Figure B-11. Establishing an ORP.

The leaders' reconnaissance is conducted to pinpoint the objective, to pick positions for the patrol's elements, and to get information to confirm or change the plan (see [Figure B-12](#) page B-30). After the reconnaissance, the leaders return to the ORP to complete the plan and disseminate information. One or more men may stay behind to watch the objective. If the patrol leader obtains enough information about the objective during the leaders' reconnaissance, the mission is accomplished, and the patrol returns to friendly lines. If the patrol leader does not get enough information, the patrol reconnoiters as planned until it has sufficient information to satisfy the mission requirements.

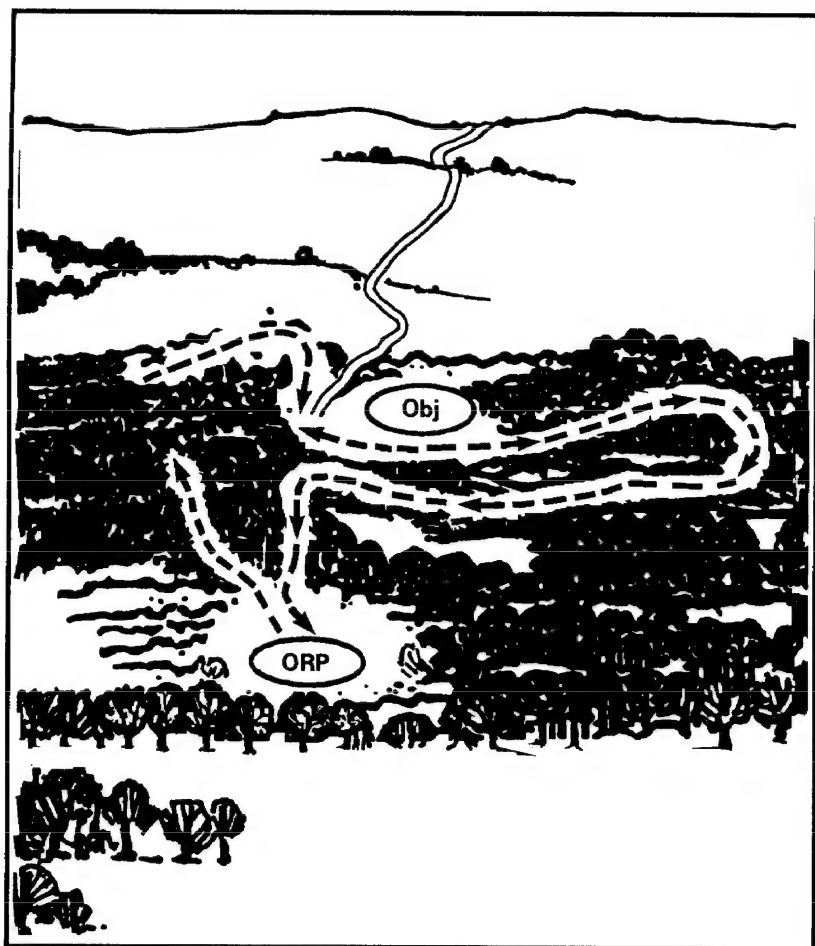


Figure B-12. Leader's reconnaissance.

If the patrol is to move out of the ORP as one group, the leader may pick an RP where patrol elements will separate. Each element will proceed on its own route from the RP to its assigned position (see [Figure B-13](#)).

When the mission is accomplished, the patrol reassembles at the ORP, and the patrol leader disseminates information to all patrol members. The patrol then returns to friendly lines.

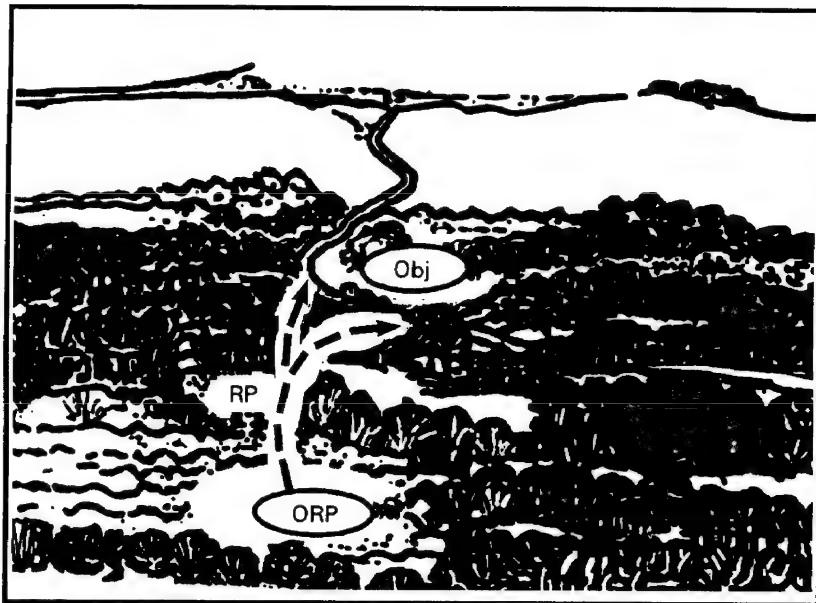


Figure B-13. Patrol using an RP.

Actions at Danger Areas

A danger area is a site where friendly forces face increased chance of detection or engagement by the enemy. Typical danger areas include the following:

- Known enemy positions.
- Roads and trails.
- Streams.
- Open areas.

In general, the patrol tries to avoid danger areas while it is moving. If it cannot avoid them, however, it must make specific plans before crossing. These plans are very similar to actions taken during mounted operations; however, they require more practice because a dismounted patrol may not have the mobility, protection, and firepower to extract itself should it encounter an enemy. Patrols also make general plans for crossing unexpected danger areas; these can be modified quickly to fit the situation.

Before crossing a danger area, the patrol must accomplish the following:

- Designate near-side and far-side rally points.
- Secure the near side.
- Secure the far side.

Securing the near side may involve nothing more than observing it. At other times, it may involve posting security teams far enough out on both flanks and to the rear of the crossing point to give warning of approaching enemy forces and to overwatch the rest of the patrol as it crosses (see Figure B-14).

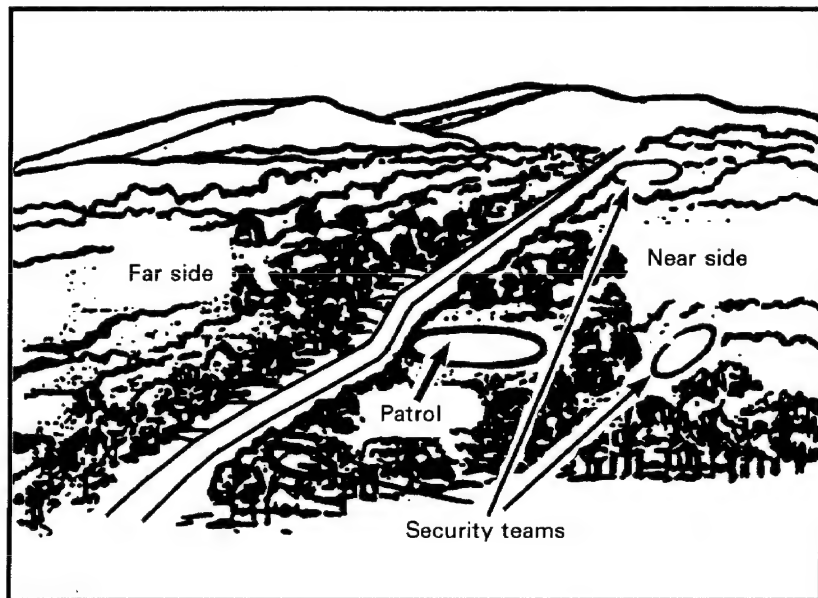


Figure B-14. Securing the near side of a danger area.

Once flank and rear security teams are positioned, another team quickly crosses the danger area and reconnoiters and secures the far side (see [Figure B-15](#)). The area secured on the far side must be large enough for the entire patrol to deploy. When the team leader is sure the far side is safe, he signals the rest of the patrol to cross.

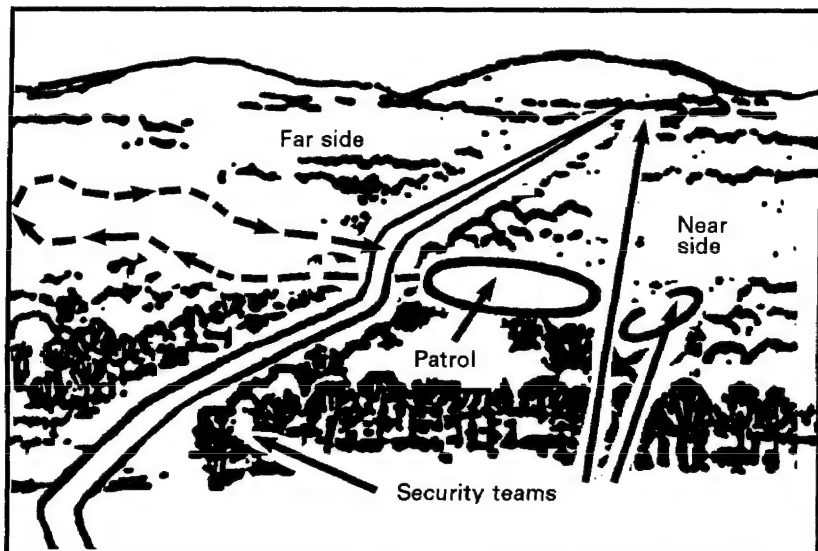


Figure B-15. Securing the far side of a danger area.

The patrol uses bounding overwatch or variations of it to cross the danger area (see [Figure B-16](#), page B-34). The leader decides how the patrol will cross based on the time available, the size of the patrol, the size of the danger area, the fields of fire into the area, and the amount of security he can post. A small patrol may cross all at once, in pairs, or one man at a time. A large patrol normally crosses its subordinate elements one at a time. As each element crosses, it moves to an overwatch position or to the far-side rally point until told to continue movement. When all other patrol elements have crossed the danger area, the security teams cross and rejoin the patrol.

Actions on Enemy Contact

A patrol must strive to avoid enemy contact unless required by the mission. If unexpected contact occurs, the patrol must quickly break contact so it can continue its mission.

Immediate action drills are well-rehearsed plans intended to allow quick reaction to unexpected enemy contact. Leaders should prepare simple, easily executed immediate action drills for the most common situations. Every member of the patrol must understand these drills and be able to execute his part of them.

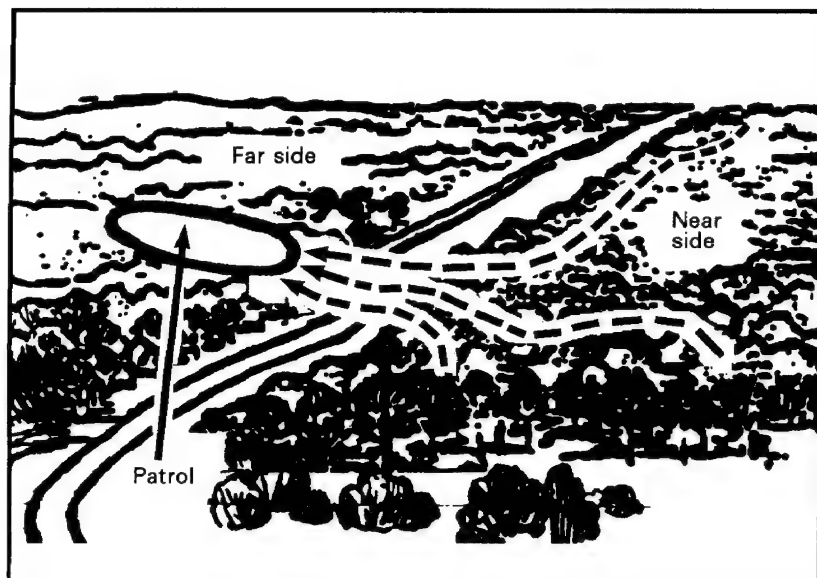


Figure B-16. Crossing a danger area.

As soon as any member recognizes a situation requiring an immediate action, he initiates the appropriate drill.

Air attack. The first man to see an aircraft shouts, "AIRCRAFT—FRONT (RIGHT, LEFT, or REAR)." If the patrol leader sees that the aircraft is making a firing run on the patrol, he hits the ground at once and shoots at the aircraft. All patrol members follow his example.

Freeze. This immediate action drill is used when a patrol, not yet seen by the enemy, observes the enemy but does not have time to take any other action. All patrol members remain still until signaled to continue or take another action as directed.

Hasty ambush. This immediate action drill is used when a patrol, not yet seen by the enemy, sees the enemy approaching and has time to take some action other than to "FREEZE." When the signal is given to initiate the drill, all members move on line and take concealed firing positions. The patrol leader lets the enemy pass if the patrol is not detected. If it is detected, the ambush is initiated.

Immediate assault. This immediate action drill is used when a patrol and an enemy element of the same size or smaller see each other at the same time and are at such a close range that fire and maneuver are not feasible. The men nearest the enemy open fire and shout, "FRONT (RIGHT, LEFT, or REAR)." The patrol moves swiftly into the assault. It stops the assault if the enemy withdraws and breaks contact. If the enemy fights, the assault continues until the enemy is destroyed or contact is broken.

Clock system. This immediate action drill is used when a patrol and a larger enemy element see each other at the same time and the patrol must break contact to avoid possible destruction. When contact is made, the patrol leader shouts a direction and a distance to move. The direction in which the patrol is moving is always 12 o'clock. For example, "EIGHT O'CLOCK—TWO HUNDRED" tells the patrol to move 200 meters in the direction of 8 o'clock. Each man must be sure to move in relation to the patrol's direction of march, not in relation to the direction of the enemy or the direction he is facing at that moment. The patrol rallies at the designated distance and continues its mission.

Ambush. If a patrol finds itself in an enemy ambush, it must get out of the kill zone or face destruction (see [Figure B-17](#), page B-36). It must take the following immediate actions:

- Patrol members in the kill zone, without order or signal, immediately return fire and quickly move out of the kill zone by the safest route. There is no set way to do this; each man must decide the best way based on his situation. Smoke can help conceal the men in the kill zone.
- Elements not in the kill zone fire to support the withdrawal of those in the kill zone.
- The patrol breaks contact and reorganizes at the last designated rally point.

Indirect fire. If a patrol comes under indirect fire, the patrol leader immediately moves it out of the impact area. Patrol members do not seek cover. By continuing to move, the patrol is more difficult to hit, and it reduces the chances of being pinned down.

Sniper fire. If a patrol comes under sniper fire, it immediately returns fire in the direction of the sniper. The patrol then executes fire and maneuver to break contact with the sniper.



Figure B-17. Reacting to an ambush.

Handling Prisoners and Wounded and Dead Personnel

EPWs and wounded and dead soldiers create difficult situations for a patrol. Definite procedures for handling each situation must be established prior to the patrol's departure. All patrol members must know what to do in each case.

Procedures for handling WIA soldiers must not jeopardize the mission. Those wounded during an engagement are moved from the immediate area of the fight before being given first aid. Administering first aid during a firefight increases the risk of additional casualties.

There are several options for handling the walking wounded:

- They can be evacuated by air.
- They can accompany the patrol.
- They can conceal themselves for later pickup.
- They can return on their own to friendly areas.

These options are available for seriously wounded soldiers:

- They can be evacuated by air (this is generally practical only when the patrol is returning to friendly areas).
- They can be concealed for later pickup (another soldier should be left with the wounded man).

KIA personnel may be handled the same way as the seriously wounded, except that no one is left with the body when it is concealed for later pickup.

EPWs are bound and gagged; they may also be blindfolded. They may then be taken under guard to a friendly area. They can also be evacuated by air, taken with the patrol, or concealed for later pickup.

Reentry into Friendly Lines

The reentry of a patrol through another unit's lines can be confusing and dangerous if it is not thoroughly coordinated. The patrol leader should coordinate reentry with the friendly unit prior to the patrol's departure.

When the patrol returns to friendly lines, it stops at the reentry rally point just short of the friendly unit, out of sight and sound of friendly OPs. The leader transmits a prearranged codeword by radio to tell the friendly unit that the patrol is ready to reenter. To ensure that the friendly unit does not shoot at the returning patrol, the message must be acknowledged before the patrol moves in. Once communications are established and the friendly unit is prepared to guide the patrol through the lines, the patrol moves forward to the reentry point. The guide and patrol leader exchange signals to identify the patrol. Once identified, the patrol moves forward and is led through the lines by the guide. The assistant patrol leader should stay at the reentry point and count the men going through the lines. This ensures that no one besides patrol members reenters friendly lines.

If radio communications are not possible, a patrol member should contact an OP using the challenge and password (see Figure B-18). Once contact is made, the OP can then relay a message to friendly headquarters. The friendly unit then sends a guide to lead the patrol through its position.

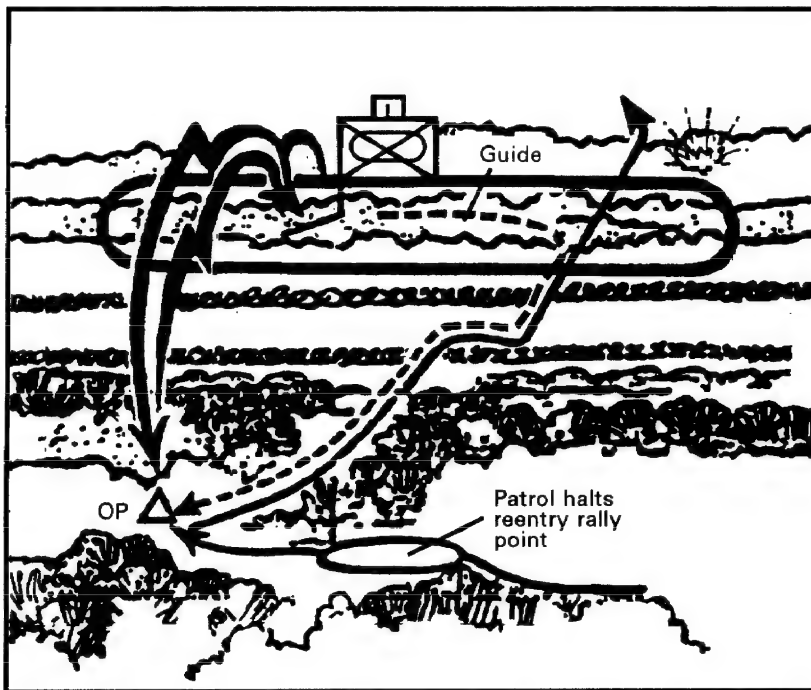


Figure B-18. Patrol makes contact to reenter friendly lines.

If communications cannot be established or if OPs cannot be found, the patrol can still conduct the reentry if a reentry point was coordinated prior to departure. The patrol leader takes a small security team with him to reconnoiter to the reentry point. He leaves the rest of the patrol outside small arms range of friendly lines. He avoids probing around wire obstacles. To help the patrol find the reentry point when visibility is poor, the guide can turn on an infrared light or a flashlight shielded with a red lens; this signal must be coordinated before the patrol departs friendly lines. The patrol leader makes contact with the guide (see Figure B-19) and sends two men to bring the patrol forward. The guide then leads the patrol through the lines. The assistant patrol leader should stay at the reentry point and count the men as they pass through the lines.

In all cases, the patrol leader should provide the stationary unit commander with any information of tactical value that the patrol gained.

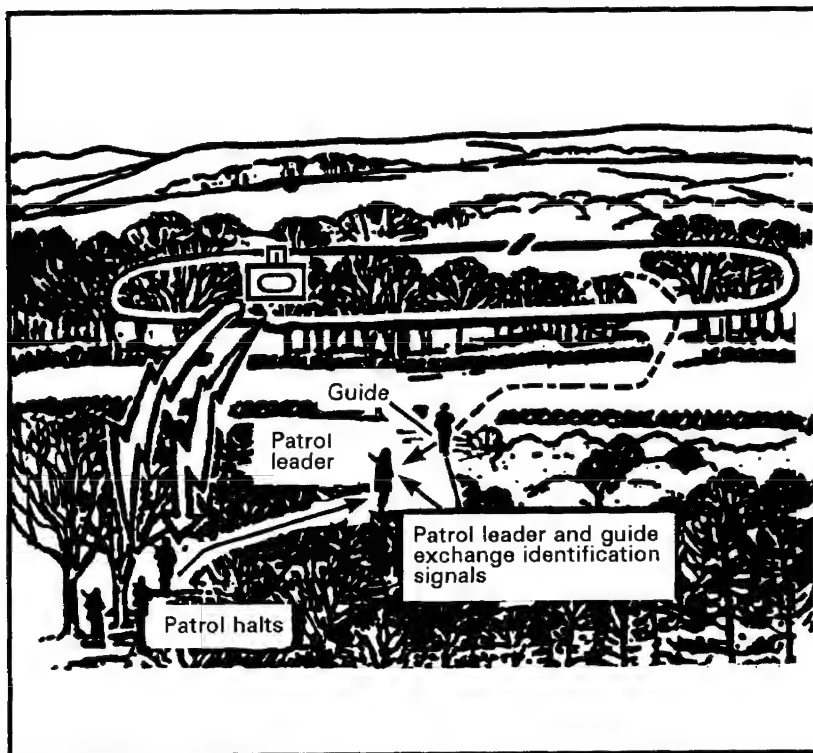


Figure B-19. Establishing communications with a friendly unit.

RECONNAISSANCE PATROLS

Reconnaissance patrols provide timely and accurate information about the enemy and terrain. The patrol leader must have specific intelligence collection requirements for each mission.

An area reconnaissance patrol is conducted to obtain information about a specific location (such as a road junction, hill, bridge, or enemy position) and the area immediately around it. The location of the objective is designated either by grid coordinates or by a map overlay with a boundary line encircling the area.

A zone reconnaissance patrol is conducted to obtain information on all enemy forces, terrain, and routes within a specific zone. The zone is defined by boundaries.

Reconnaissance patrols are also a critical part of platoon security missions. Area and zone reconnaissance patrols are executed to ensure the security of individual OP sites and to cover dead space and dismounted avenues of approach throughout the platoon's area of operations. When executed as part of a screen or other security mission, reconnaissance patrols are sometimes referred to as security patrols.

Conduct of an Area Reconnaissance

To conduct an area reconnaissance, the patrol uses a series of surveillance and vantage points around the objective to observe it and the surrounding area. A scout platoon normally sends a squad on an area patrol. In rare cases, a team or the entire platoon maybe required to conduct reconnaissance of a large area.

Once the patrol arrives in the objective area, it baits in the ORP and establishes security. The patrol leader and element leaders conduct a leaders' reconnaissance of the objective to confirm the plan and then return to the ORP. The security element departs the ORP before the reconnaissance element. The security element leader positions security teams at the ORP and on likely enemy avenues of approach leading into the objective area.

Once the security teams are in position, the reconnaissance element departs the ORP, moving to several surveillance/vantage points around the objective (see [Figure B-20](#), page B-42). The reconnaissance element leader may decide to have a small reconnaissance team move to each surveillance/vantage point instead of having the entire element move as a unit from point to point. Once

the objective has been reconnoitered, the elements return to the ORP and report the information. The patrol then returns to friendly lines.

The terrain may not allow the patrol to secure the objective area. In this case, the patrol leader leaves a security team in the ORP and combines the reconnaissance and security elements into several teams to reconnoiter the objective (see [Figure B-21](#), page B-42). These teams move to different surveillance/vantage points, from which they reconnoiter the objective. Once the objective has been reconnoitered, the teams return to the ORP and report the information. The patrol then returns to friendly lines.

The area patrol can execute either long-range or short-range observation or surveillance of the objective. The following considerations apply depending on the situation:

- Whenever METT-T permits the required information to be gathered from a distance, the patrol executes long-range observation or surveillance of the objective from an OP (see [Figure B-22](#), page B-43). The OP must be far enough from the objective to be outside enemy small arms range and local security measures. Since the patrol does not move in close enough to be detected, long-range observation is the more desirable method for executing area reconnaissance. In addition, if the patrol is discovered by the enemy forces, direct and indirect fires can be employed on the objective without endangering the patrol. When information cannot be gathered from only one OP, successive OPs may be used. This is accomplished by squad-size reconnaissance patrols. The OPs must use available cover and concealment and have an unrestricted view of the objective.
- When required information cannot be obtained by observing from a distance, the patrol moves closer to the objective. Short-range observation or surveillance is the technique of watching an objective from a position that is within the range of enemy local security measures and small arms fire (see [Figure B-23](#), page B-43). This method can be executed by the platoon as a whole or by an individual squad. When the entire platoon is taking part in a short-range observation operation, the routes and area to be reconnoitered must be clearly defined.

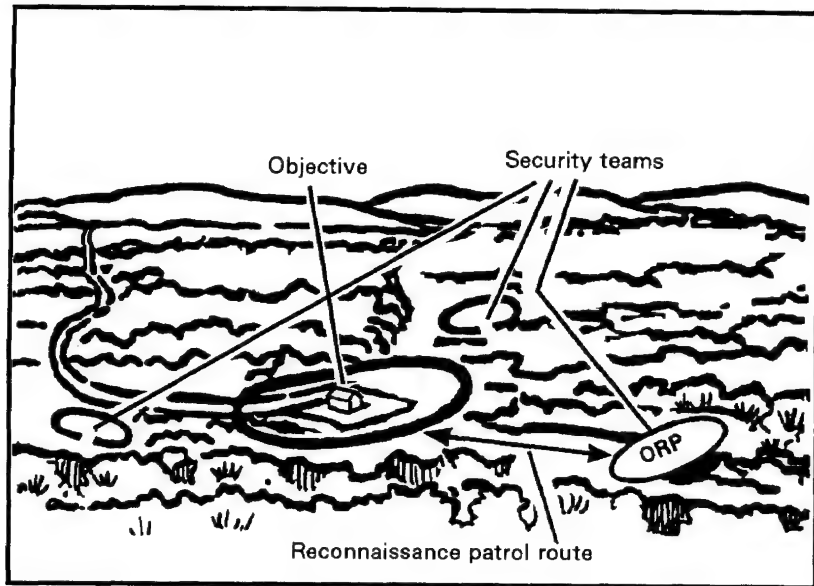


Figure B-20. Area reconnaissance using separate reconnaissance and security elements.

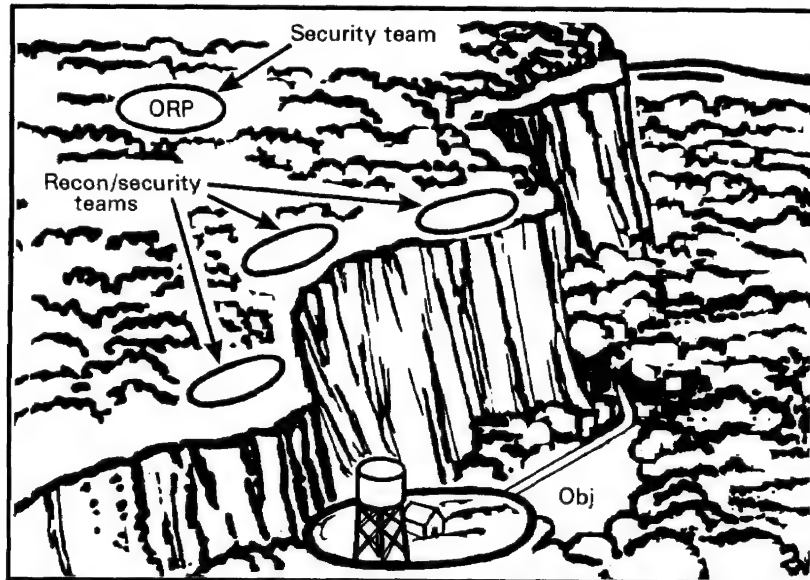


Figure B-21. Combined teams reconnoiter the objective.

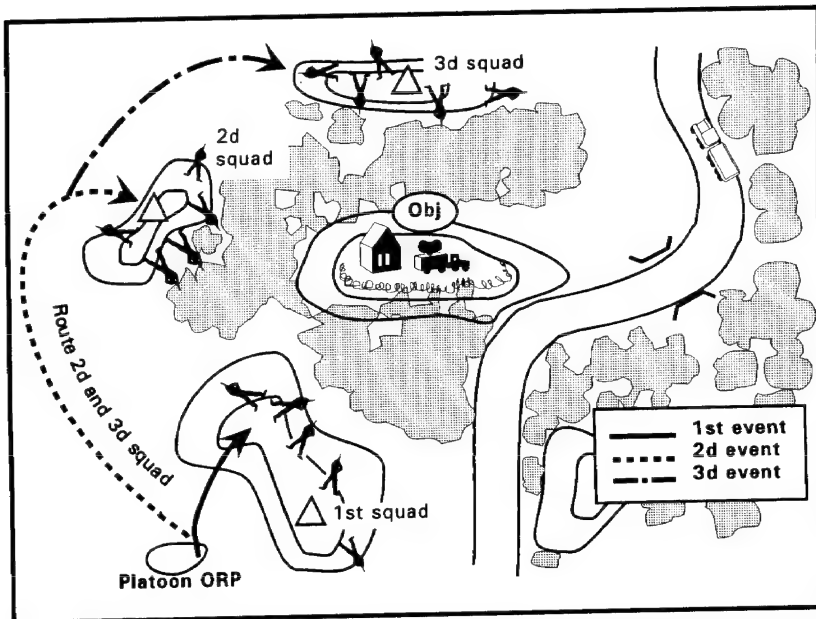


Figure B-22. Area reconnaissance long-range observation.

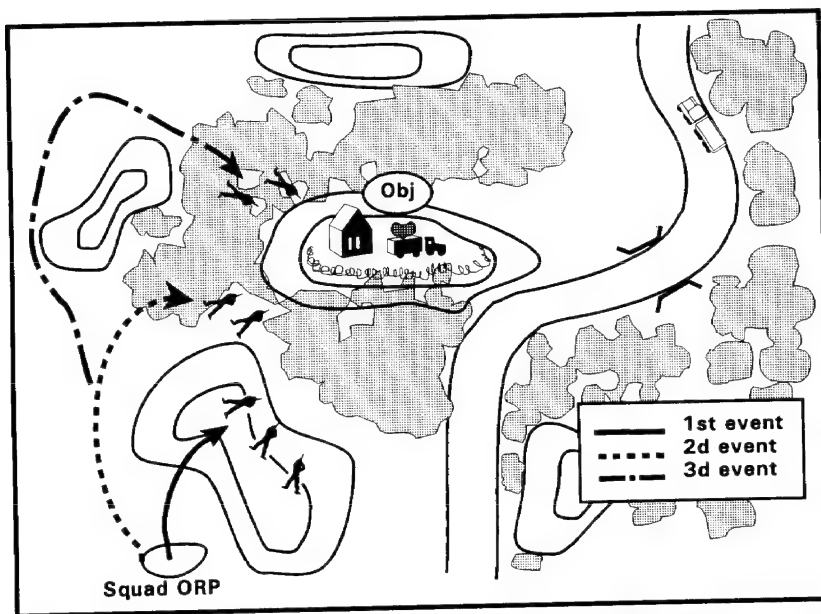


Figure B-23. Area reconnaissance close-range observation.

Conduct of a Zone Reconnaissance

There are three basic methods of conducting a zone reconnaissance: the fan method, the converging routes method, and the successive sector method. A dismounted scout squad can conduct a zone reconnaissance patrol of a narrow zone (less than 1 kilometer wide). A dismounted scout team or platoon can reconnoiter a zone up to 3 kilometers wide.

Fan method. The patrol leader first selects a series of ORPs throughout the zone from which to operate. When the patrol arrives at the first ORP, it halts and establishes security. The patrol leader then selects reconnaissance routes out from and back to the ORP, forming a fanshaped pattern around the ORP. The routes must overlap to ensure that the entire area is reconnoitered. The patrol leader then sends out reconnaissance elements along the routes. He does not send out all of his elements at once, keeping a small reserve in the ORP. (For example, if the patrol has three reconnaissance elements, only two are sent out. The other is kept as a reserve.) The patrol leader sends the elements out on adjacent routes. This keeps the patrol from making contact in two different directions.

After the entire area (fan) has been reconnoitered, the patrol leader reports the information. The patrol then moves to the next ORP, and the fan process is repeated (see Figure B-24).



Figure B-24. Fan method of zone reconnaissance.

Converging routes method. The patrol leader first selects an ORP, then reconnaissance routes through the zone. He also selects a rendezvous point at which patrol members link up after their reconnaissance. Once the patrol arrives at the ORP, it halts and establishes security. The patrol leader designates the following:

- The element that will handle each reconnaissance route.
- A linkup time at the rendezvous point.

Each reconnaissance element then reconnoiters its designated route, normally using the fan method. The patrol leader usually moves with the center element. The entire patrol links up at the rendezvous point at the designated time (see Figure B-25). The rendezvous point is secured in the same way as the ORP. The patrol reports its information at the rendezvous point, then returns to friendly lines.

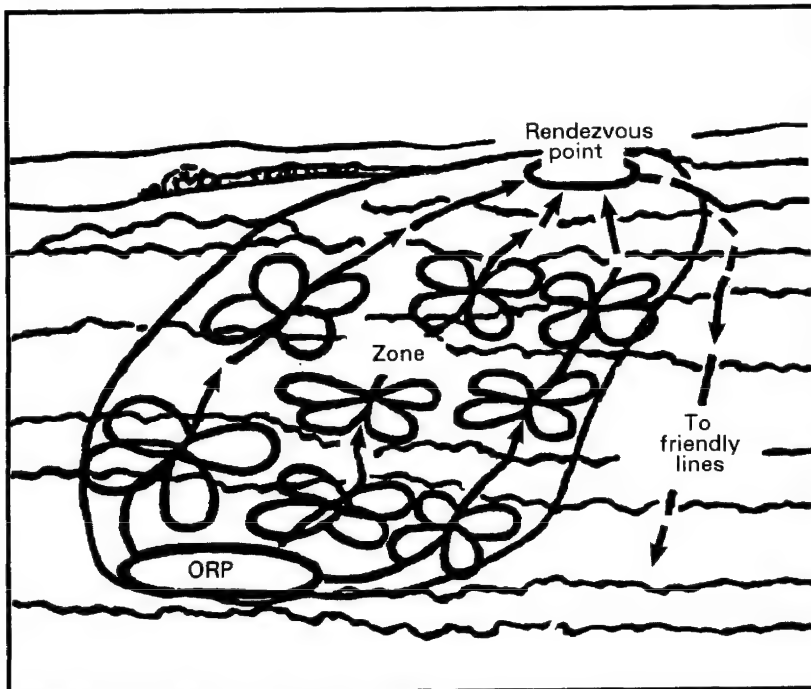


Figure B-25. Converging routes method.

Successive sector method. This method is basically a continuation of the converging routes method (see Figure B-26). The patrol leader selects an initial ORP and a series of reconnaissance routes and rendezvous points. The actions of the patrol from each ORP to each rendezvous point are the same as in the converging routes method. Each rendezvous point becomes the ORP for the next phase. When the patrol links up at a rendezvous point, the patrol leader confirms the designated reconnaissance routes and the next rendezvous point and designates a linkup time. This sequence continues until the entire zone has been reconnoitered. Once the reconnaissance is completed, the patrol returns to friendly lines.

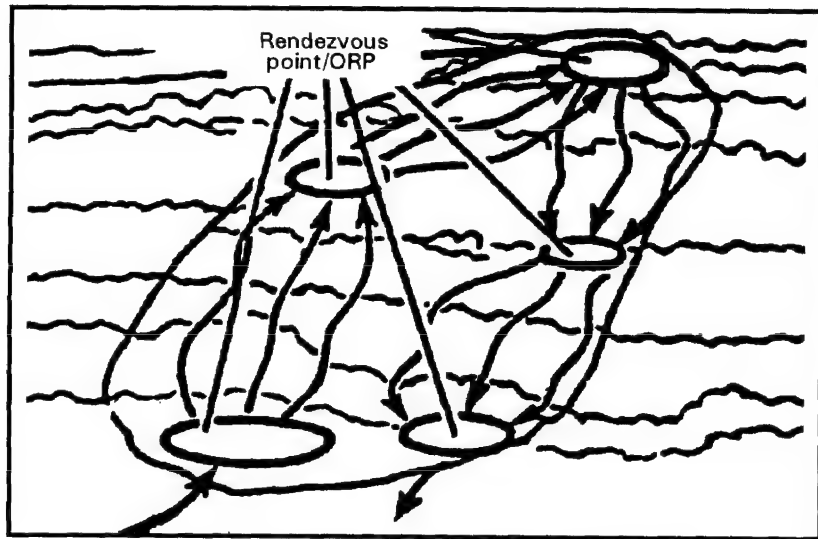


Figure B-26. Successive sector method.

TRACKING PATROLS

The scout platoon may be called upon to execute a specialized reconnaissance patrol called a tracking patrol. This mission requires a patrol to follow the trail of a specific enemy force; it occurs most frequently during operations other than war. Tracking patrols are usually used against dismounted enemy troops, but they can be used to locate a mounted enemy force if it is believed that the mounted element has not moved a great distance. It is sometimes possible for scouts to track enemy elements, particularly mounted ones, while remaining predominantly mounted themselves. Most tracking, however, is done dismounted.

Attention to detail, common sense, logic, and knowledge of the environment and enemy habits allow the tracker to obtain valuable information from signs in the area of operations. The tracker must have patience; he must be able to move slowly, quietly, and steadily while observing and interpreting every available indicator of enemy presence and movement. He must avoid using reckless speed that could cause him to overlook important signs, lose the trail completely, or blunder into the enemy force.

Organization

When the scout platoon receives the mission to conduct a tracking patrol, it assigns the task of tracking to only one team. The remaining teams provide security or act as a reserve if contact is made. Figure B-27 shows the organization of a typical tracking patrol; the following paragraphs outline the responsibilities of tracking team members.

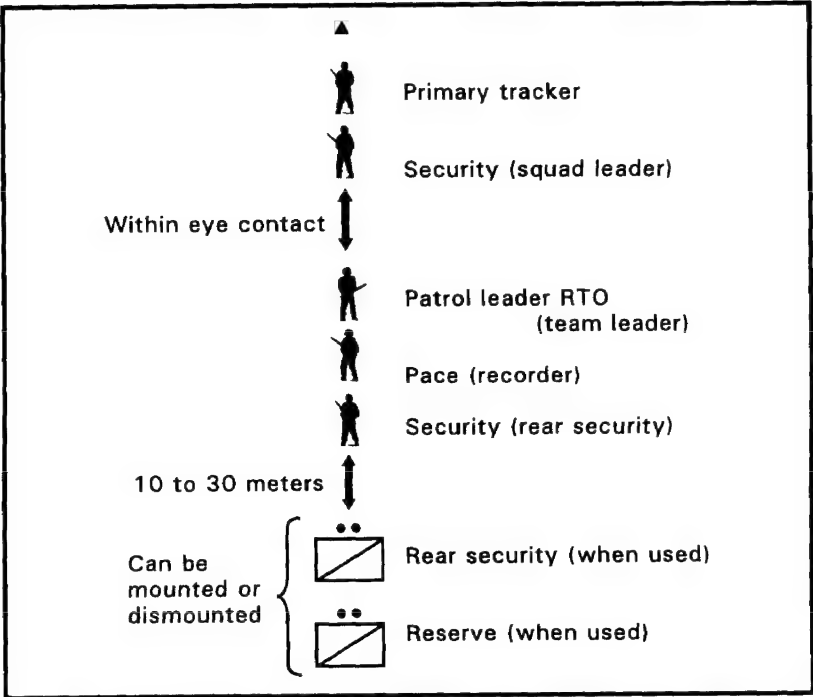


Figure B-27. Tracking patrol organization and movement formation.

Team leader. The team leader carries the radio and is the primary navigator. He has overall responsibility for organizing the force, setting each soldier's load, and accomplishing the mission.

Primary tracker. The primary tracker's job is to focus on following the main trail left by the tracked element; he has no other duties.

Security man. The security man, normally a squad leader, observes to the front and flanks of the trail and provides security for the primary tracker as he concentrates on the trail.

Rear security man. The rear security man looks back along the trail at irregular intervals to prevent the patrol from being ambushed from behind. If the patrol makes enemy contact to the front or flank, the rear security man is in the best position to support the scouts in contact. To assist in navigation, he also records the azimuths traveled by the patrol.

Training

Training is essential in developing and maintaining the skills necessary to execute a tracking patrol. Based on the commander's guidance, the scout platoon must make room for tracking concepts and techniques on its normal training agenda. Training must continue, however, once the platoon has deployed into an area of operations. All scouts, especially those who are most likely to be assigned the tracking patrol mission, must learn about local soil conditions, climate, vegetation, and animals; they must also be aware of the vehicles and footwear of enemy forces they are likely to encounter, as well as any other factors that could influence execution of the patrol. The primary tracker can prepare a tracking book illustrating specific signs of enemy presence and showing how these signs weather or change over time.

Intelligence

Specific intelligence about enemy habits, equipment, garments, footwear, diet, and tactics is important in a tracking patrol mission. For example, reports might show that the enemy wears sandals like the natives in the area. It however, there are signs that one soldier in the element being tracked is wearing boots with an unfamiliar tread, this could mean that the element has a trained cadre, a foreign advisor, or a prisoner. If possible, the patrol should interview someone who has seen the elements it is tracking.

Tracking is one of the best sources of immediate-use intelligence, information about the enemy that can be put to use immediately to gain surprise, to keep the enemy off balance, or to keep him from escaping the area entirely. The tracker may discover information that, when combined with information from other sources, indicates enemy plans and can help the commander plan a successful operation. The indicators may be so fresh that the tracker becomes a stalker, using this intelligence to search for an enemy that is obviously nearby.

As the tracker moves, he constantly asks himself questions. When he finds indicators that answer those questions, he begins to form a picture of the enemy in his mind. He must avoid, however, reporting his interpretations as facts. His report should be limited to a clear, accurate account of the indicators he has seen; the commander may have more information to help the tracker estimate the enemy he is facing.

Tracking Indicators

The first job of the tracking patrol is to detect the indicators of enemy presence. Some indicators will be obvious, such as footprints or the fresh ruts of a tracked vehicle in the mud. Others will be as subtle as an overturned rock or a bent tree branch. The tracker's ability to find this evidence is the key to success of the mission. Once he uncovers the indicators, he must be able to analyze them to determine what they tell him about enemy strength, composition, and movement. The following paragraphs examine indicators in these categories:

- Displacement.
- Stains.
- Weather.
- Litter.
- Camouflage.

Displacement. Displacement takes place when any person or object moves (or is moved) from its original position (see [Figure B-28](#), page B-50). A well-defined footprint in soft, moist ground is a good example of displacement. The shoe or foot of the individual who left the print displaced the soil by compression, thus leaving an indentation in the ground. By studying this indicator,

the tracker can determine several important facts; for example, a print left by worn footwear or by a barefooted person may indicate a lack of proper equipment.

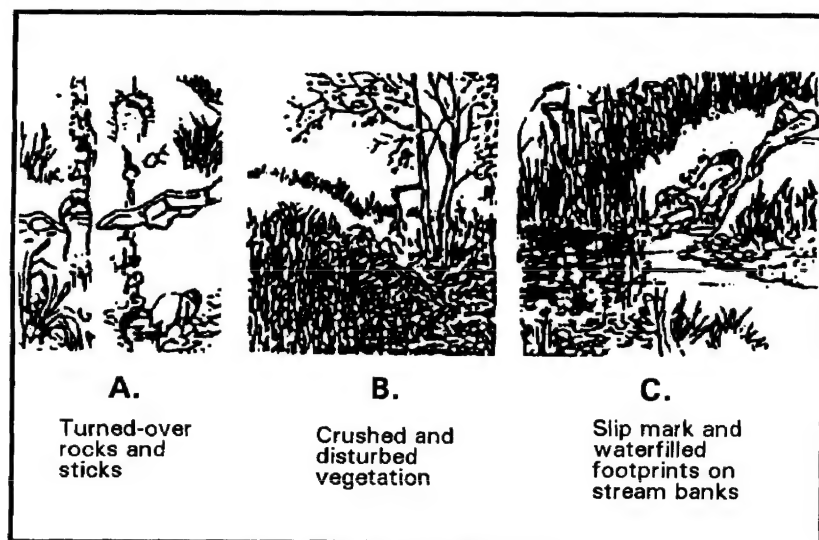


Figure B-28. Signs of displacement.

Footprints. Footprints may indicate the number of persons in the moving element, their direction and rate of movement, the weight of the loads they are carrying, and whether they realize that they are being followed. Figure B-29 illustrates the following conditions:

- Running. If footprints are deep and the pace is long, rapid movement is apparent. Extremely long strides and deep prints, with toes impressed deeper than heels, indicate running.
- Carrying a load. Prints that are deep, short, and widely spaced, with signs of scuffing or shuffling, indicate that the person who left the print is carrying a heavy load.
- Walking backwards. If members of the moving element realize they are being followed, they may try to hide their tracks. Persons walking backwards have a short, irregular stride; the prints have unnaturally deep toe impressions. Soil is displaced in the direction of movement.

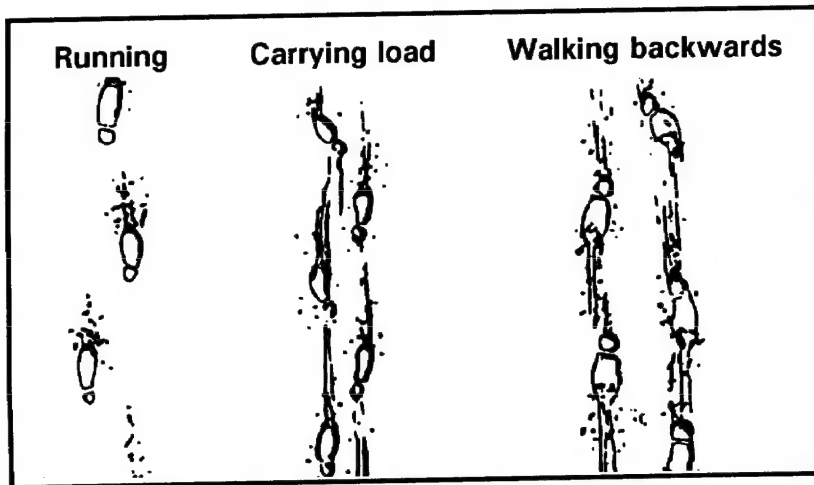


Figure B-29. Different types of footprints.

Key prints. Since the last man in a file or column normally leaves the clearest footprints, his should be the key set of prints. The tracker should cut a stick to match the length of the key prints and notch it to indicate the width at the widest part of the sole. He should study the angle of the key prints to the direction of march. The tracker should also look for an identifying mark or feature on the prints, such as a worn sole or distinctive tread, to help him identify the key prints. If the trail becomes vague, is erased, or merges with another, the tracker can use his stick and knowledge of the unique impression to identify the key prints and stay on the right trail.

Box method. The tracker can use the box method to count the total number of individuals being tracked. There are two ways to employ the box method.

The first and most accurate method is to use the stride as a unit of measure when key prints can be determined. The tracker uses the set of key prints and the edges of the road or trail to box in an area for analysis (see [Figure B-30A](#), page B-52). This method, accurate under the right conditions for counting up to 18 persons, entails the following steps:

- Determine the key print. In this case, the key print is the print left by the lug sole boot. This boot made the last print on the trail, and it is the easiest print to recognize.
- Draw a line across the heel of one of the key prints.

- Move forward to the opposite key print and draw a line across the instep. Add half the length of one print to compensate for individuals with an abnormally long stride.
- Use the edges of the road or trail as the sides of the box and the drawn lines as the front and back. Any person walking normally would have stepped in the box at least one time. Count each print or partial print in the box.
- Remember to count the key print only once.

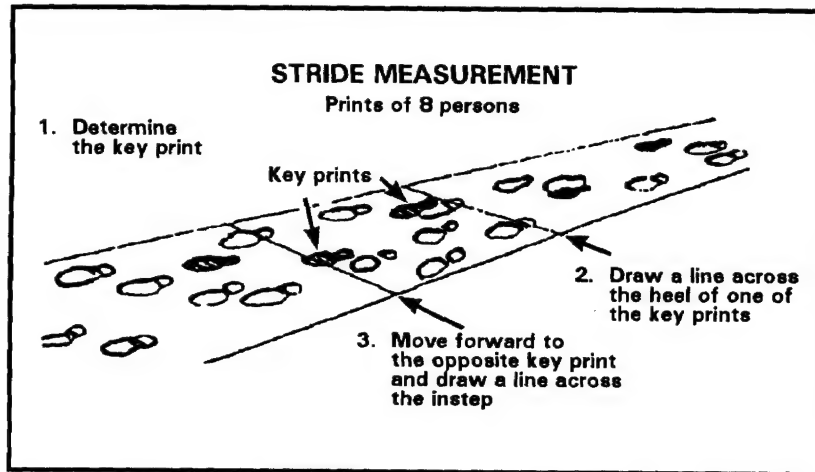


Figure B-30A. Stride measurement box method.

The second version of the box method is the 36-inch box (see [Figure B-30B](#)). Used where no key prints are distinguishable, it is not as accurate as the stride measurement method. Follow these steps:

- When no key print can be detected, use the edges of the road or trail as the sides of the box.
- Measure a section of the area 36 inches in length. The M16 rifle, which is 39 inches long, can be used as a measuring device.
- Count each footprint indentation in the box and divide by two.

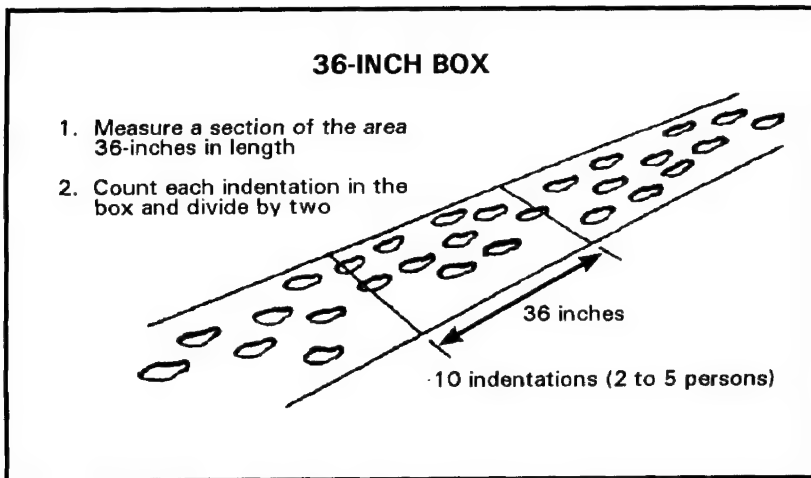


Figure B-30B. 36-inch box method.

Tire or track prints. Knowledge of enemy vehicles and equipment is essential when the patrol is tracking a mounted unit. Tire and track prints will reveal the number and types of vehicles and their direction of travel. Locating a site where dismounting has occurred will give an indication of how many enemy soldiers the patrol and its parent unit may encounter in the area of operations.

Other signs of displacement. Any object that has been moved from its original position by a moving person or vehicle is a sign of displacement. The following are examples of other types of indicators that scouts should be alert for during tracking patrols:

- Foliage, moss, vines, sticks, or rocks that are scuffed or moved from their original location are good indicators. Vines may be dragged, dew droplets displaced from leaves or stones, and sticks turned over to reveal a different color underneath. Grass or other vegetation may be bent or broken in the direction of movement.
- Bits of clothing, uniform threads, or dirt from the boots of the person being tracked can be torn or dislodged and left on thorns, on snags, or on the ground. The tracker should inspect all areas along the patrol route for these indicators.
- A person entering or exiting a stream creates slide marks, footprints, or scuff marks where bark is torn off roots or sticks.

Stains. A stain occurs when any substance from one organism or object is smeared or deposited on something else. The best example of a stain is blood from a profusely bleeding wound, either in the form of spatters or drops or as smears on the leaves or twigs of trees and bushes. Staining can also occur when muddy footwear is dragged over grass, stones, and shrubs; roots, stones, and vines may be stained where leaves or berries are crushed by moving feet.

Together with displacement indicators, stains can provide evidence of enemy presence and direction of movement. For example, crushed leaves may stain rocky ground that is too hard for footprints.

NOTE: In some instances, it may be difficult to determine the difference between staining and displacement since both terms can be applied to some of the same types of indicators. As an example, water that has been muddied may indicate recent movement; mud that has been displaced also stains the water.

The tracker can also use stain indicators to determine the time of movement. Water that collects in footprints in swampy ground is muddy if the tracks are recent. With time, the mud settles and the water clears. Normally, this clearing takes about one hour; however, the tracker must know local soil conditions to make an accurate determination.

Weather. Weather can either aid or hinder the tracker. A person or vehicle will leave distinctive indicators depending on the weather, and resulting soil conditions, at the time of movement. The tracker can use his knowledge of local weather to determine the nature of the moving element as well as the time it moved through the area. On the other hand, wind, snow, rain, or sunlight may completely erase an indicator.

The tracker should study the effects of weather to become adept at determining the age of a particular indicator. For example, when bloodstains are fresh, they are bright red. Air and sunlight change their color, first to a deep ruby red, then to a dark brown crust as moisture evaporates. Scuff marks on trees or bushes darken with time; sap oozes and then hardens after making contact with the air.

Footprints and tire and track prints are especially susceptible to the effects of weather (see [Figure B-31](#)). A knowledgeable tracker can analyze the condition of a print to determine its approximate age. If particles are just beginning to fall into the print, the tracker should become a stalker. If the edges of the print

are dried and crusty, the prints are probably at least an hour old. As with stains, the tracker must have a knowledge of local soil conditions to accurately gauge the age of the indicator.

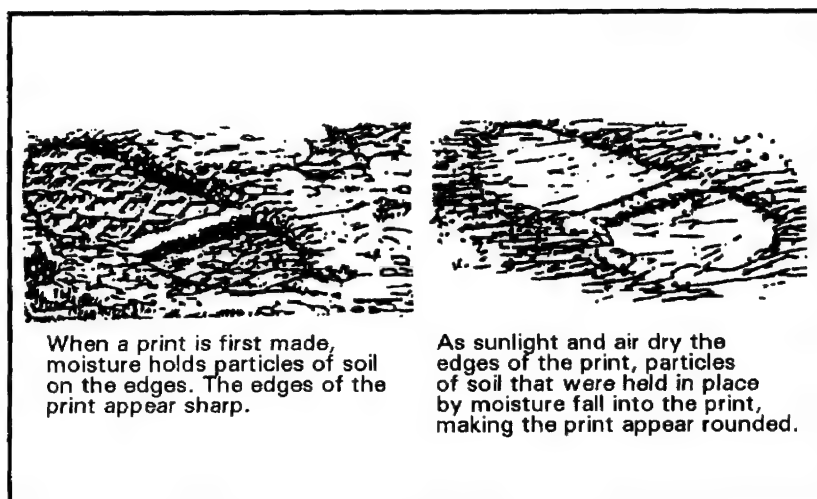


Figure B-31. Weather effects on footprints.

Litter. A poorly trained or poorly disciplined force is likely to leave a clear trail of litter as it moves over a piece of terrain. Gum or candy wrappers, ration cans, cigarette butts, remains of fires, or even piles of human feces are signs of recent movement.

As with other indicators, the tracker calls on his experience and knowledge of local conditions, especially weather, to accurately determine the age of litter. He can use the last rain or strong wind as a milestone for his analysis. Rain flattens or washes away litter and turns paper into pulp. A ration can exposed to weather rusts first at the edge where it is opened; the rust then moves toward the center of the metal surface.

Camouflage. An enemy force is likely to use camouflage techniques to confuse the tracker or slow him down. These measures include walking backwards, brushing out trails, and moving over rocky ground or through streams. By studying the existing signs, however, a careful, observant tracker can determine if an attempt is being made to confuse him. A person who is walking backwards will leave footprints that are abnormally deep at the toe; the soil

around the prints will be scuffed or dragged in the direction of movement. By carefully following these footprints, the tracker can usually find the point where the person turned around and resumed walking normally.

Tracking Techniques

Men, machines, and animals leave signs of their presence as they move through an area. These can be as noticeable as a well-worn path or tracks in the sand or snow or as subtle as an out-of-place odor or sound. All soldiers can read the obvious signs. The challenge for the scout platoon leader is to teach his men to uncover valuable tactical information from signs that are hidden or virtually invisible to the casual observer.

As with almost every other military skill, training and constant practice are the keys to successful tracking. Leaders should focus on the traits that will allow patrol members to track down their quarry using signs they find in the battle area: attention to detail, common sense, alertness, logic, and precise knowledge of the environment and enemy habits.

In addition to these intangibles, scouts must learn some specific techniques that will help them execute effective patrols. The following discussion examines these tricks of the tracking trade.

Finding the trail. This is the first task of the tracking team. The team reconnoiters around a known location of enemy activity when the trail cannot be found in the immediate area. There are two ways to hunt for the trail:

- From a known location. If the enemy has been seen in a specific area or location, the tracking team can use this site as a starting point as it moves to locate and follow the enemy's trail.
- Cutting a trail. This occurs when the route of a friendly unit crosses a trail left by another group (see [Figure B-32](#)). It can happen by chance, or the tracking team can deliberately choose a route that cuts across one or more probable enemy routes.

If the tracker loses a trail, he stops. The tracking team then retraces its path to the last enemy sign and marks this point. The team studies the sign and the area around it for any clue as to where the enemy went. It looks for signs of the enemy scattering, backtracking, doglegging, or using any other countertracking method. If it still cannot regain the trail, the team establishes security in a spot

that avoids destruction of any sign. The tracker and his assistant look for the trail by “boxing” the area around the last clear sign (see Figure B-33). The tracking team always returns to the same path, away from the last sign, to avoid creating more trails than needed.

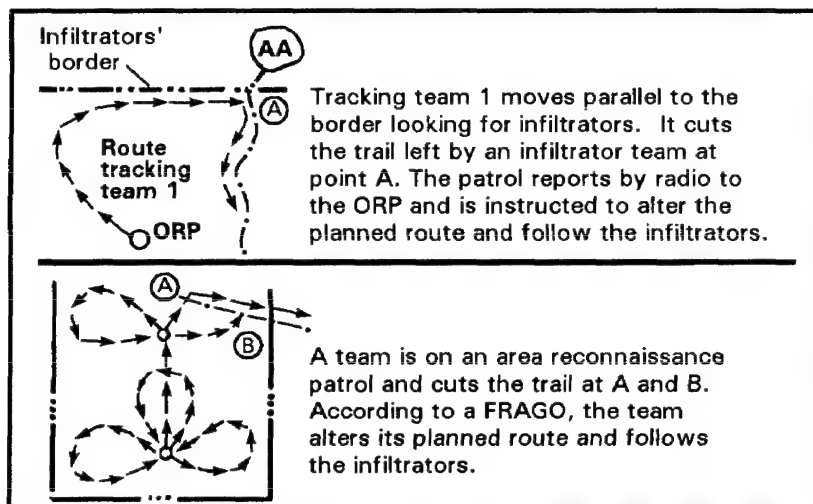


Figure B-32. Cutting enemy trails.

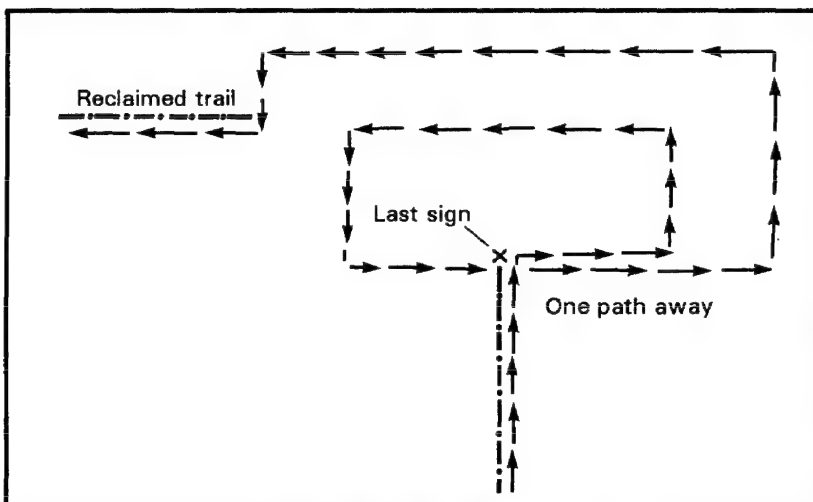


Figure B-33. Boxing technique.

Trail and sign analysis. Once the first sign is discovered, it must not be disturbed or covered. The tracker analyzes it carefully to determine as much as possible about the enemy elements before following them. If the sign is found at the site of enemy activity, the enemy's exact actions can often be reconstructed. If a trail is the first sign found, the tracker can still determine such facts as the size and composition of groups being tracked, their direction, and their general condition. As the patrol continues, so does this process of discovery and analysis; the tracker's knowledge of the enemy grows.

Countertracking techniques. Once the enemy realizes he is being followed, he will try to evade or attack the tracking team. The team must be familiar with common countertracking techniques so it can develop procedures for countering enemy evasion efforts. In addition, the team may have to use countertracking itself to evade an attack. [Figure B-34](#), pages B-59 and B-60, illustrates several countertracking measures.

Multiple patrols. Two or more tracking teams can be used to follow or search for the same enemy unit. The example in the following paragraphs is illustrated in [Figure B-35](#), page B-61.

As Team A tracks the enemy, the team leader calls platoon headquarters (at the ORP) by radio and reports the estimated size, composition, rate of march, and direction of travel of the enemy. The platoon leader directs Team B to follow a route that he believes will cut the enemy's trail.

Team B marks the point at which it cuts the trail (Point A) and begins tracking. The mark is by prearranged signal; it can be a stake driven into the ground, several stacked rocks, or a twist of grass tied up and bent at an angle. Team A continues to follow the trail until it reaches the mark left by Team B. This ensures that the enemy unit is still together and that Team B has found the correct trail. The leader of Team A then requests further orders from the platoon leader.

When Team B confirms the enemy unit's direction, speed, and estimated location, it reports this information to the platoon leader. He directs Team C (which is patrolling in sector) to setup an ambush along the probable enemy avenue of approach.

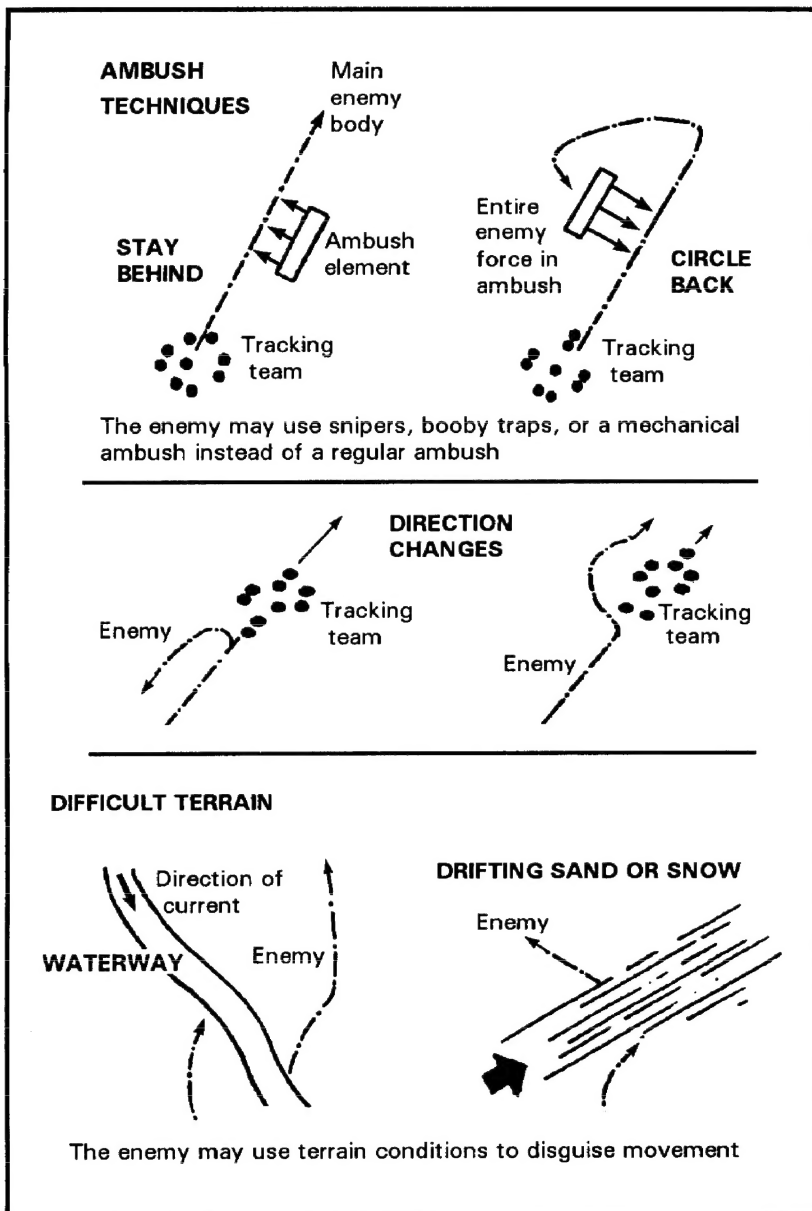


Figure B-34. Countertracking techniques.

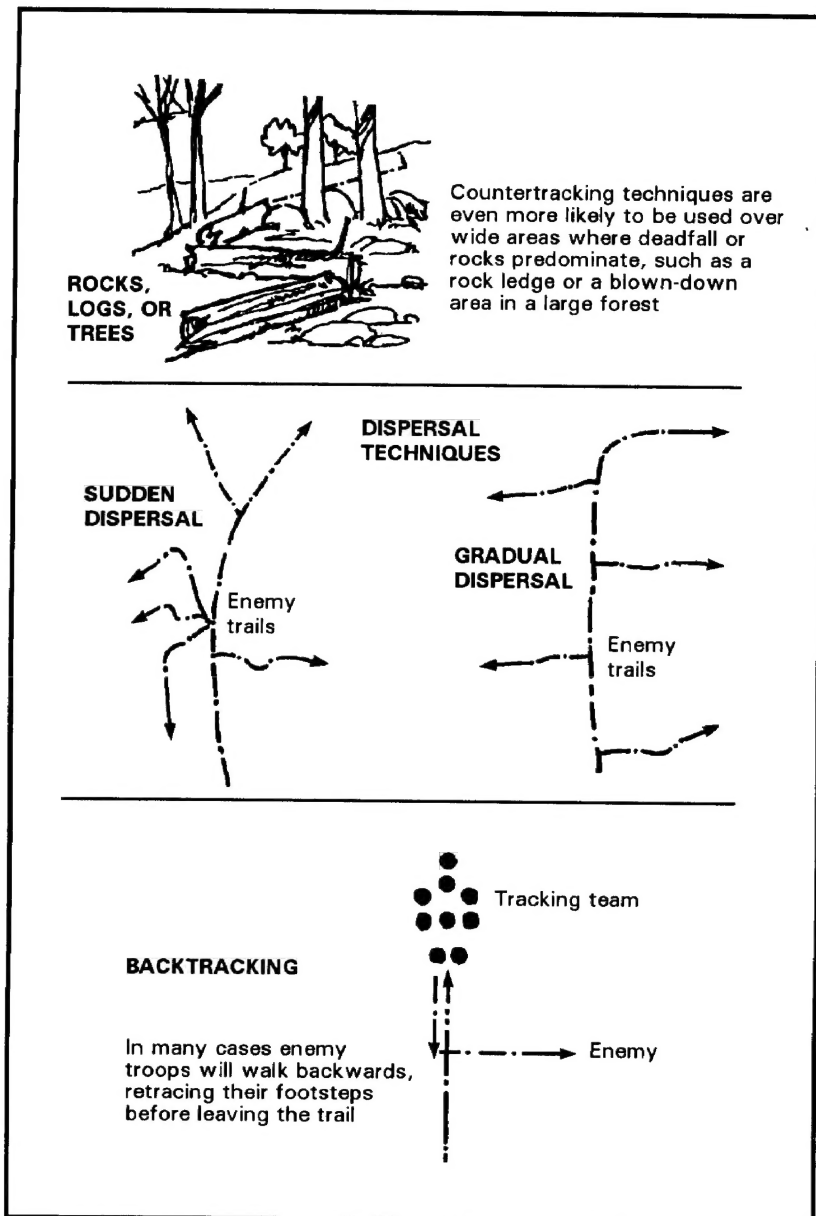


Figure B-34. Countertracking techniques (continued).

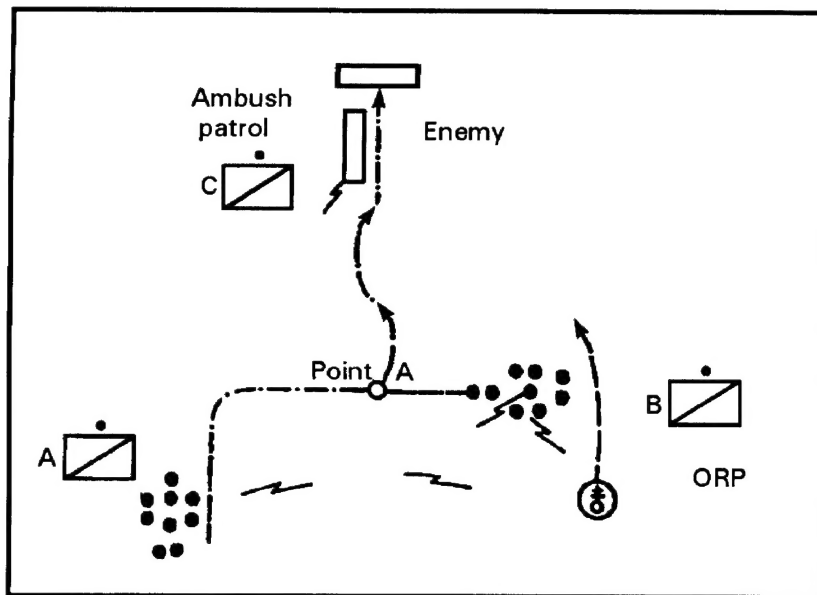


Figure B-35. Multiple tracking teams.